OnlyWar

Mars Needs Women!

Rampage of the Nerds!

A GUIDE TO BECOMING THE KING OF ALL ROBOTS

WARHAMMER 40,000 ROLEPLAY

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Contents

Chapter 1: Legions of the Omnissiah

Skitarius Vanguard 4
Skitarius Ranger 5
Secutarius Peltast 6
Secutarius Hoplite 7
Sicarian Ruststalker 8
Sicarian Infiltrator 9

Electropriest 10
Myrmidon Auxilia 11
Magos Lacyraemarta 12
Magos Dominus 13
Magos Reductor 14
Magos Manipulus 15

Chapter 2: Congregations of Battle

New Homeworlds 18
New Training and Doctrines 23
New Talents 27
Advanced Specialties 36
Advanced “Specialties” 47

Chapter 3: Weapons of Enlightenment

Ranged Weapons 52
Melee Weapons 59
Armor and Force Fields 62
Cybernetics and Gear 64
Arcana Mechanicum 67
Servitors 72
Battle Automata 79
Vehicles 84
Vehicle Upgrades 95

INTRODUCTION

"Well? Which would ye rather deal with? The robot controlled by a bioplastic synthetic brain, or the one controlled by bloody PUNCH CARDS?"

-Rockfist Fearengine, Former Engineer's Guildmaster, discusses the difference between Castellax and Kastelans, rival successors to the Castellan-class automata frame.

Bet you're wondering why this book came out of nowhere. Truth is, so am I. Long story short was I was sitting at work, watching the satellite fly by, when I suddenly felt a need to make this book. Yeah, it's shorter than the rest, but that's a good thing. Keeps things focused.

Mars Needs Women! Rampage of the Nerds! is an expanded guide to the newly released Mechanicum codexes. Functioning primarily as a rules expansion to Only War, this book provides rules for playing as the forces of the Mechanicum, soldiers of the Omnissiah and guardians of the Forge Worlds of the Galaxy, as well as gear to outfit them.

The book begins with twelve new specialties that represent the common forces of the Mechanicum. They are split into Line Forces and Auxiliary Specialists, in the same way default specialties are split into Guardsmen and Support Specialists. The specialties in this book, while nominally designed to be compatible with each other, CAN be used in normal regiments. Of course, you may need to go through some mental gymnastics as to why Bobbus the Weapon Specialist found himself in a Skitarii maniple alongside a Vanguard, a Ranger, a Peltast, and an Electropriest.

The book continues with a section on new regiment types, such as the common Skitarii Maniples, and branches off into the more esoteric subsects of the Mechanicum, such as the Ordo Reductor War Covenants. It includes new Forge World to select as one's origin. Finally, it contains a pair of new "advanced specialties" that are absolutely to die for…

Finally, the book concludes with a full Armorium, with gear taken from sources like Codex: Skitarii, Codex: Cult Mechanicus, Codex: Taghmata Omnissiah, and Imperial Armour: Fires of Cyraxus. The many guns, blades, and vehicles of the Mechanicum will be yours to command, alongside new types of servitors called the Kataphrons, and the terrifying, unfeeling, endless waves of Battle Automata.

The Quest for Knowledge awaits, are you a bad enough dude to embark upon it?

Legions of the Omnissiah

LINE FORCES

●

AUXILIARY SPECIALISTS

Chapter I: Legions of the Omnissiah

"Yes, you COULD acquire your sacred wargear from the local Forge World, and promise them a hundred years of favors and allegiance, OR you could sign here. I take cash, credit, and money orders."

-Shas'o Korst'la VII, outfitting an Astra Militarum regiment

The Mechanicum is unlike any organization in the galaxy. Nominally they have the most powerful technology, and you can be damn sure they'll keep it to themselves. At least, that's what it says on the tin. The Mechanicum has a fun enough time trying to remember how to build its shit that the gun a Skitarius carries is more valuable than he is, and while the Magi high above won't care very much if he dies, it is guaranteed they'll recover his gun to give to the next dude who never asked for this.

When making a Mechanicum character, you can select between six Line Forces, and five Auxilia Specialists. The Line Forces are "common" troopers, the augmented soldiers of the Skitarius who can think for themselves (most of the time), and endlessly stride forward on their Magi's wishes. The Skitarii Rangers are advance "scout" troopers who never stop pursuing their targets. Don't get too close to the Skitarii Vanguard, for their rad weapons leave many presents. DO get close to the Secutarii Hoplites, for their shields hold firm against the enemies of the Omnissiah. The Secutarii Peltasts, in comparison, just like to blow shit up with rapid fire grenade launchers. Sicarian Rust-Stalkers are cybernetic assassins, while their compatriots, the Sicarian Infiltrators, are more suited to direct combat. **Line Forces begin their holy work with 600 starting experience points to spend.**

The Auxilia Specialists are rarer examples of Techpriest subcults or covenants. They hold great power in their respective cults, and are known to focus on their craft above all others. The Myrmidon Auxilia is a consummate killer who seeks to turn himself into a living weapon against his hated enemies. The dueling cult of the Electropriests believe in the Motive Force above all, and will die to prove their particular Sect correct. The Magos Lacyraemarta, is as adept at controlling hordes of thralls and servitors as it is hard to type and spell. The Magos Reductor sees a wall, and instinctively wants to tear it down. Meanwhile, the Magos Dominus continues on his way, uncaring of the concerns of the living while his Battle Automata march forward. **Auxilia Specialists begin their holy work with 300 starting experience points to spend.**

The Forces of the Mechanicum are not for beginners, however. It is advised that you have a handle on how the game works, and an understanding of what makes the Cult Mechanicus tick, usually by reading the appropriate codex or Imperial Armour book, before generating your soldier of the Omnissiah. Furthermore, some of the specialties in this book, as opposed to the ones that came before, will be hardpressed to fit in, even as a Support Specialist. It is highly advised you take a moment to sit with your GM and discuss things before playing a Skitarius, Secutarius, or ordained member of the Priesthood – after all, nobody likes a passive aggressive fuck mucking everything up.

A Note on Advanced Specialties

Other Only War books introduce new specialties, especially for Techpriests. The specialties in this book are designed as standalone, and do not mesh well with the Astra Militarum specialties from the other books. It is advised for GMs to disallow swapping to an advanced specialty from these basic specialties, or vice versa, unless certain elements of their game allow or demand it.

Talents, Orders, and Skills, on the other hand? Free reign.

Skitarius Vanguard

The ranks of the Skitarii Vanguard are known as Rad Troopers for good reason – their guns all shoot radiation, poisoning their targets and the world they stand on. Even their allies are affected, so the Vanguard must stay ahead, which suits them just fine. Equipped with war plate equivalent to carapace armor, and cybernetic legs that will never tire, a Vanguard is dispatched to the most hazardous of battlefields to complete their masters' orders.

The life of a Vanguard is brief but bright. They are not immune to their own weaponry, and beneath their armor, their sores, missing teeth, and other symptoms of rad-poisoning become evident. Still, most Vanguards stoically accept this, considering their lives for a thousand irradiated enemies a fair trade in the eyes of the Omnissiah.

Starting Aptitudes, Talents, and Modifiers

Characteristic Bonus: +5 Toughness

Starting Aptitudes: Ballistic Skill, Toughness, Willpower, Defense, Offense, Tech

Starting Skills: Survival, Tech Use, Common Lore (Adeptus Mechanicus),

Starting Talents: Resistance (Rad), Exotic Weapon Training (Radium)

Starting Traits: Auto-Stabilized, Mechanicus Implants

Specialist Equipment: Common-Craftsmanship Skitarii War Plate, Good-Craftsmanship Radium Carbine, Two Good-Craftsmanship Bionic Legs (one for each leg)

Wounds: 10+1d5

Has a Comrade? Yes

Skitarius Vanguard Advances

Rad Scourge

Type: Passive
Cost: 300xp
Effect: Upon successfully killing a target with a weapon from the Rad group, allies and enemies within 1m of the target's body must make a Challenging (+0) Toughness test every round, or suffer the effects of the Rad-Phage Quality. Only bearers of the Rad Saturation talent, or a Rad Furnace, are immune to this effect. Enemies in range of multiple Rad-Scourged bodies must test for each body they are within 1m of. This talent has no effect against Formations.

Rad Saturation

Type: Passive
Cost: 300xp
Effect: Enemies in the same melee as the Skitarius Vanguard suffer -1 to their base Toughness Bonus. This can reduce Unnatural Toughness according to the modifier (for example, TB4 Unnatural +4 for TB8 will become TB3 Unnatural +4 for TB7). This talent may stack with the effects of a Rad Furnace.

Skitarius Ranger

Skitarii Rangers are hunter-killer infantry, who never stop chasing a target until it is dead. This may take weeks, months, or even years, and they don't even get bathroom breaks. Then again, maybe they don't need to worry about that sort of thing anyway. Rather than the brute offensive force that Skitarii Vanguards use, poisoning the land as well as their target, the Skitarii Rangers are best utilized at long range, as snipers or fire support. Their Galvanic rifles, despite resembling primitive flintlocks, fire rounds that burn out all the potential energy of a target, instantly converting it into electric force, and killing them.

Eschewing drop pods, Skitarii Rangers walk, walk, endlessly walk, for the length of the hunt does not bother them. They have all the time in the world to do their thang. Xenos, heretic, noncompliant recidivist, one is hard-pressed to escape the force of nature that is the Skitarii Rangers.

Starting Aptitudes, Talents, and Modifiers

Characteristic Bonus: +5 Agility

Starting Aptitudes: Ballistic Skill, Agility, Perception, Finesse, Tech, Fieldcraft

Starting Skills: Navigate (Surface), Tech Use, Common Lore (Adeptus Mechanicus)

Starting Talents: Surefoot Wayfinder, Exotic Weapon Training (Galvanic)

Starting Traits: Auto-Stabilized, Mechanicus Implants

Specialist Equipment: Common-Craftsmanship Skitarii War Plate, Good-Craftsmanship Galvanic Rifle, Two Good-Craftsmanship Bionic Legs (one for each leg)

Wounds: 8+1d5

Has a Comrade? Yes

Skitarius Ranger Advances

Master of Ruin

Type: Passive
Cost: 300xp
Effect: When the Skitarius Ranger successfully hits an enemy with a ranged attack, he may count the value of the cover the enemy is in as 4 lower, provided the Skitarius Ranger used at least one Aim action for the attack.

Venator Augment

Type: Passive
Cost: 300xp
Effect: The Skitarius Ranger improves his ranged weapon's penetration by 2 for every range bracket that separates him from the enemy. For example, being within the first range bracket improves Penetration by 2, being within the second improves Penetration by 4, up to the maximum four range brackets which improves Penetration by 8.

Secutarius Peltast

Secutarii are the honor guards of Titans, equipped with all manner of gear that both allows them to strike at enemies threatening their charge, as well as survive attacks that would threaten that which they have been sworn to protect. See, even though a Titan has a plethora of special rules to help it survive everything, there's always the chance some idiot rolls a 6 and ruins everything. The Secutarii prevent that 6 from happening.

Secutarius Peltasts are armed with galvanic weapons, similar to their Ranger brethren. However, unlike the mere galvanic rifles of the Legio Skitarius, the Secutarius use galvanic grenade launchers! Able to adapt to any enemy from infantry, monstrous creatures, and even enemy superheavies, the Secutarius are even able to shroud their allies in defensive chaff, allowing an additional layer of defense to even a Titan.

More offensively oriented than their cousins the Hoplites, the Peltasts are able to provide accurate and withering cover fire from any direction, skilled Peltasts even able to arc their shots over cover and into enemies.

Starting Aptitudes, Talents, and Modifiers

Characteristic Bonus: +5 Ballistic Skill

Starting Aptitudes: Ballistic Skill, Intelligence, Perception, Offense, Finesse, Tech

Starting Skills: Logic, Tech Use, Common Lore (Adeptus Mechanicus), Scholastic Lore (Titan Legions)

Starting Talents: Calculated Barrage, Exotic Weapon Training (Galvanic)

Starting Traits: Auto-Stabilized, Mechanicus Implants

Specialist Equipment: Common-Craftsmanship Secutarii War Plate, Good-Craftsmanship Galvanic Caster, Common-Craftsmanship Kyropatris Field Generator, Two Good-Craftsmanship Bionic Legs (one for each leg)

Wounds: 8+1d5

Has a Comrade? Yes

Secutarius Peltast Advances

Parabolic Shot

Type: Passive
Cost: 300xp
Effect: The Secutarius Peltast may fire weapons with the Indirect quality at a target outside line of sight as a Half Action, and with no penalty, scattering only on a miss. Parabolic Shots may not be performed if the target is indoors or the ceiling is blocked off in some way.

Blind Barrage

Type: Passive
Cost: 300xp
Effect: Once per encounter, as a Half Action, the Secutarius Peltast may cloak an ally within 50m with a cloud of defensive chaff. This defensive chaff applies the Fog, Mist, Shadow, or Smoke combat condition on the ally until the start of the Peltast's next turn, and renders them invisible to auspexes and augurs. Other Secutarius Peltasts may add to the cloud, increasing the attack penalty by a further -10 per Peltast, and concealment bonus by +10. The cloud still dissipates at the start of the first Peltast's next turn.

Secutarius Hoplite

The defensive half of the Secutarii, the Secutarius Hoplites march into battle with spear and shield, miniature versions of the Cerastus Knight Lancers that, when in shield wall formation, can burn through enemies with arcs of electric energy. Be it xenos scum, or mighty vehicles, the Hoplites can shut them all down. Defended by the energy fields of their Mag-Inverter shields, and those of their fellow soldiers, the Secutarius Hoplite march forward, ensuring none reach those they are charged to guard.

It is through the Hoplites and Peltasts that one can observe something interesting – the Imperium and Mechanicum can be said to model the Roman Empire at its fall, with the Imperium playing the West with its Italian Legionary traditions, while the Mechanicum models the Greek East, the ancient formations of Hoplites and Peltasts adopted into the Scutatoi of the Byzantine Tagmatas. Their religions, though, are somewhat switched – the Imperium is obsessed with Orthodoxy, while the Mechanicum holds to a Holy Trinity of Omnissiah, Emperor, and Motive Force.

A fun bit of musing – most people say "HOP-light." It is more correct to pronounce the word "haw-PLEE-tay." Trust me, I'm an expert on this – I played Rome 2 Total War. I'm very smart.

Starting Aptitudes, Talents, and Modifiers

Characteristic Bonus: +5 Weapon Skill

Starting Aptitudes: Weapon Skill, Strength, Toughness, Offense, Defense, Tech

Starting Skills: Parry, Tech Use, Common Lore (Adeptus Mechanicus), Scholastic Lore (Titan Legions)

Starting Talents: Guardian, Exotic Weapon Training (Arc)

Starting Traits: Auto-Stabilized, Mechanicus Implants

Specialist Equipment: Common-Craftsmanship Secutarii War Plate, Good-Craftsmanship Arc Lance and Mag-Inverter Shield, Common-Craftsmanship Kyropatris Field Generator, Two Good-Craftsmanship Bionic Legs (one for each leg)

Wounds: 10+1d5

Has a Comrade? Yes

Secutarius Hoplite Advances

Hoplite Bracing

Type: Passive
Cost: 300xp
Effect: The Secutarius Hoplite may perform the Defensive Stance combat action as a Half Action instead of a Full Action. When he does so, he gains the Sturdy trait for as long as he maintains the stance.

Phalanx Wall

Type: Passive
Cost: 300xp
Effect: If the Secutarius Hoplite performs the Defensive Stance combat action, adjacent allies may benefit from the defensive field of the Secutarius Hoplite's Mag-Inverter Shield. Defensive Field rolls by allies cannot cause the Mag-Inverter Shield to Overload.

Sicarian Ruststalker

The Sicarian Ruststalkers were initially a one off assassination unit. They turned out to be pretty good, so the Mechanicum made more. They are physics-manipulating commandos who bear the honor of wielding transonic weaponry, capable of cutting even through terminator plate, if given enough time to synchronize to its frequency. They are therefore given the job of assassinating the most heavily armored of targets, and though requiring a little luck to survive the harmonization process, they can easily strike well above their weight.

To look upon a Sicarian Ruststalker is…not pleasant. To join their hallowed ranks, one has to become severely injured, to the point normal cybernetics will not help. The prospective Sicarian is rebuilt, better than he was before. Six million thrones later, a brand new assassin has joined the ranks.

Starting Aptitudes, Talents, and Modifiers

Characteristic Bonus: +5 Weapon Skill

Starting Aptitudes: Weapon Skill, Agility, Intelligence, Finesse, Tech, Fieldcraft

Starting Skills: Acrobatics, Tech Use, Common Lore (Adeptus Mechanicus)

Starting Talents: Furious Assault, Exotic Weapon Training (Transonic)

Starting Traits: Mechanicus Implants

Specialist Equipment: Common-Craftsmanship Sicarian Battle Armor, Good-Craftsmanship Transonic Razor and Common-Craftsmanship Chordclaw and Three Mindscrambler Grenades OR two Common-Craftsmanship Transonic Blades, Common-Craftsmanship Dunestrider Legs.

Wounds: 8+1d5

Has a Comrade? Yes

Sicarian Ruststalker Advances

Transonic Pattern Storage
Type: Passive
Cost: 500xp
Effect: If a Sicarian Ruststalker has successfully hit and wounded at least one enemy, attacks against different enemies wearing the same type of armor are immediately resolved as Pen 12 until the end of the encounter. The Armor must share the same name – if the first enemy is in a Flak Vest, for instance, the second enemy must also be in a Flak Vest, and not Flak Armor, and so on. If the Sicarian Ruststalker attacks a new enemy in different armor, his attacks are resolved as normal.

Transonic Shiv
Type: Passive
Cost: 300xp
Effect: The first melee attack of a round that the Sicarian Ruststalker makes inflicts a penalty of 5x the Ruststalker's Weapon Skill bonus on the enemy's Dodge or Parry test.

Sicarian Infiltrator

The Sicarian Infiltrators may look like they came out of a bad R2-D2 cosplay, but their effectiveness cannot be doubted – they are scout units that ninja about by blowing the fucking mind out of anything nearby, and walking past the screaming patrols. By generating the most annoying sound in the world, they can both infiltrate areas, and disorient enemies. Rather than the exotic transonic weaponry of the Ruststalkers, Infiltrators have simpler power weapons, which are still quite excellent for making a mess out of anything that manages to find them.

With their bodies pretty much heads, torsos, and some limb stumps if lucky, the prospective Sicarian is tossed into the forges to be remade, his head replaced with a 360-degree dome for maximum situational awareness, and given their armament to brute force their way through enemies they encounter on their scouting missions.

Starting Aptitudes, Talents, and Modifiers

Characteristic Bonus: +5 Strength

Starting Aptitudes: Weapon Skill, Strength, Perception, Offense, Tech, Fieldcraft

Starting Skills: Stealth, Tech Use, Common Lore (Adeptus Mechanicus),

Starting Talents: Ambush, Weapon Training (Solid Projectile), Weapon Training (Power) OR Exotic Weapon Training (Taser)

Starting Traits: Mechanicus Implants

Specialist Equipment: Common-Craftsmanship Sicarian Battle Armor, Good-Craftsmanship Stubcarbine and Common-Craftsmanship Power Sword OR Good-Craftsmanship Flechette Blaster and Common-Craftsmanship Taser Goad, Common-Craftsmanship Cybernetic Augur Dome, Common-Craftsmanship Dunestrider Legs.

Wounds: 8+1d5

Has a Comrade? Yes

Sicarian Infiltrator Advances

Neurostatic Aura

Type: Passive
Cost: 300xp
Effect: Enemies within 15m of the Sicarian Infiltrator suffer a penalty of -10 to their Weapon Skill, Ballistic Skill, Agility, and Willpower. Allies do not suffer this penalty, as they are given the appropriate null codes.

Infiltration Interference

Type: Passive
Cost: 500xp
Effect: Enemies suffer a penalty equal to 5x the Sicarian Infiltrator's Intelligence Bonus when making an opposed Awareness test against the Sicarian Infiltrator's Stealth test.

Electropriest

Electropriests are lesser orders of techpriests who pay special attention to the Motive Force, the third part of the Holy Trinity which includes the Omnissiah and the Emperor. Electropriests are split into multiple individual cults, but they have two main creeds that they follow – that of the Fulgurite, and the Corpuscarii. And by fuck do they hate each other.

Fulgurite Electropriests are dour guys, who wish to take the Motive Force of enemies away from them, and conserve it. They believe that only the blessed of the Omnissiah should get to keep their motive force, and anyone else is just wasting it. Corpuscarii Electropriests, in complete opposition, are jovial dudes who just want to spread the electric blasts of the motive force about. To them, there is no better way to purge the enemies of the Omnissiah than to send bolts of the Motive Force into enemies. Starting to see the problem here? Regardless of their philosophical differences, they are the same in some fundamental ways – both use electoo implants to channel the electric Motive Force, and both lost their eyes to the melty Motive Force. They can see just fine, though. They see through electricity. They're cool like that.

Starting Aptitudes, Talents, and Modifiers

Characteristic Bonus: +5 Willpower

Starting Aptitudes: Weapon Skill, Strength, Intelligence, Toughness, Willpower, Knowledge, Tech, Offense

Starting Skills: Logic, Tech Use, Common Lore (Adeptus Mechanicus), Forbidden Lore (Adeptus Mechanicus)

Starting Talents: Luminen Shock OR Potentia Coil Induction, Exotic Weapon Training (Electroweaponry)

Starting Traits: Mechanicus Implants

Specialist Equipment: Good-Craftsmanship Electrostatic Gauntlets (Corpuscarii) OR Good-Craftsmanship Electroleech Stave (Fulgurite), Common-Craftsmanship Voltagheist Field

Wounds: 8+1d5

Has a Comrade? No

Electropriest Advances

Zealot
Type: Passive
Cost: 500xp
Effect: The Electropriest is immune to Fear and Pinning, and may reroll failed Weapon Skill tests during the first round of each combat.

Factional Declaration
Type: Special
Cost: 300xp
Effect: The Electropriest declares a factional affiliation, and gains bonuses in return. This is a permanent choice – **NO TAKEBACKS!**

Fulgurite: When a Fulgurite Electropriest kills an enemy in Melee with his Electroleech Stave, his Voltagheist protective field improves to PR60 until the end of the encounter.

Corpuscarii: When a Corpuscarii Electropriest scores at least 4 Degrees of success on a Weapon skill or Ballistic Skill test against an enemy with his Electrostatic Gauntlets, an additional two hits are generated. These hits may be dodged or parried as normal.

Myrmidon Auxilia

Some days, you just wake up and hate absolutely everything. For the Myrmidon Cults, this is every single day. Myrmidons are warriors, pure and simple, heads and tails above all other forces of the Mechanicum, they spend every waking moment practicing the arts of destruction, and preparing their highly augmented bodies for whatever the battlefield requires.

The Myrmidon Auxilia have two recognizable subcults – the Secutors, who down enemies with highly accurate rapid-fire fusillades, and the Destructors, who wield the heaviest weapons possible. Drawn to battle like carrion crows, to a Myrmidon a battle is cold logic and murderous equation.

Game-wise, the Myrmidon here begins as a Secutor, with dual "light" weaponry. It is possible for a player to branch out into the Destructor sub-cult – unlike the Electropriests, one is not bound to a specific cult.

Starting Aptitudes, Talents, and Modifiers

Characteristic Bonus: +5 Ballistic Skill

Starting Aptitudes: Ballistic Skill, Toughness, Intelligence, Offense, Defense, Finesse, Tech

Starting Skills: Logic, Tech Use, Common Lore (Adeptus Mechanicus, War), Forbidden Lore (Adeptus Mechanicus)

Starting Talents: Ambidextrous, Two Weapon Wielder (Ballistic), Weapon Training (Power), Weapon Training (Bolt) OR Exotic Weapon Training (Volkite)

Starting Traits: Mechanicus Implants

Specialist Equipment: Common-Craftsmanship Refractor Field, Common-Craftsmanship Photo-Visor, two frag grenades, two krak grenades, Common-Craftsmanship Power Axe, Two Common-Craftsmanship Maxim Bolters OR Two Common-Craftsmanship Volkite Chargers, Common-Craftsmanship Myrmidon Augmentic Mounting, Common-Craftsmanship Power Armor

Wounds: 12+1d5

Has a Comrade? No

Myrmidon Auxilia Advances

Fusillade Attack

Type: Passive
Cost: 300xp
Effect: The Myrmidon may apply the benefits of the Ambidextrous, Two-Weapon Wielder (Ballistic) and Gunslinger talent to the two Basic weapons mounted on his Myrmidon Augmentic Mounting. Both weapons MUST fire at the same target, and may never benefit from the Independent Targeting talent.

Destruction Protocols

Type: Special
Cost: 500xp
Effect: The Myrmidon may reroll missed attacks of up to 1 Degree of Failure, and may reroll damage results of 1. The second result of either stands.

Magos Lacyraemarta

(The Thrallguy)

By the Emperor, what does that word even MEAN? Is Forge World just making shit up again, or drawing from ancient latin roots that only my old literature professor would understand. Fuck.

Magi Lacyraemarta (I'm just gonna Ctrl+C that word now) are the freakshows of the Mechanicum. They are called all sorts of terrible names, like corpse collectors, the Lords of Cursed Tears, the guys who don't care if it's still warm, etc. It doesn't bother them, though. Like most members of the priesthood, Magi Lacyraemarta gave up most of their emotions a long time ago, and for their work, a good thing too.

Magi Lacyraemarta collect bodies, convert them into half-living thralls called Adsecularis, and send these hapless drones to their doom. Thralls are viewed as lower than even servitors, and most can only expect a few combat deployments before they finally collapse, despite the Lacyraemarta's knowledge of revenant alchemistry. The Lacyraemarta recycle them if possible into the next wave – Thralls mean nothing in the grand picture of the Omnissiah's great works.

This specialization is a more combat-focused variant of the SoH Enginseer prime, as you may realize. Thralls are more limited and slightly weaker than servitors, but are far easier to acquire, maintain, and "create," if a Magos decides someone has a spare comrade… (Please do not convert others' comrades into Thralls. That is rude and mean.)

Starting Aptitudes, Talents, and Modifiers

Characteristic Bonus: +5 Intelligence

Starting Aptitudes: Toughness, Intelligence, Fellowship, Defense, Knowledge, Tech, Leadership

Starting Skills: Logic, Tech Use, Common Lore (Adeptus Mechanicus), Scholastic Lore (Chymistry), Forbidden Lore (Adeptus Mechanicus)

Starting Talents: Weapon Training (Power, Las)

Starting Traits: Mechanicus Implants

Specialist Equipment: Common-Craftsmanship Power Axe, Common-Craftsmanship Laspistol, Common-Craftsmanship Light Power Armor

Wounds: 8+1d5

Has a Comrade? Yes, sort of. Start with one Tech Thrall Adsecularis, with a Common-Craftsmanship Laslock OR Common-Craftsmanship Mitralock.

Magos Lacyraemarta Advances

Adsecularis Alchemistry

Type: Passive
Cost: 300xp
Effect: The Magos Lacyraemarta gains an extra Tech Thrall. This advance can be selected up to a number of times equal to his Intelligence bonus.

Lachrimallus Assault

Type: Full Action
Cost: 600xp
Effect: The Magos Lacyraemarta may make a Challenging (+0) Tech Use test. If he succeeds, one Tech Thrall, as well as one additional Thrall per Degree of Success, may make a Half-Action Melee or Ranged Attack against a target in range.

Revenant Alchemistry

Type: Reaction
Cost: 400xp
Effect: The Magos Lacyraemarta may make a Challenging (+0) Scholastic Lore (Chymistry) test. If he succeeds, one Tech Thrall, as well as one additional Thrall per Degree of Success, doubles their toughness bonus for the purposes of damage reduction until the start of the Magos Lacyraemarta's next round.

Magos Dominus

Battle Automata are a terrifying thing in the 41st Millennium, and few recall their construction, their tactics, or even their imagery. There are some, however, that do. The Legio Cybernetica are the masters of Battle Automata and robotic soldiers, held in fear and awe alike by lesser Astra Militarum troopers. Even within their own ranks, there is division between those who prefer the safer, more controllable Kastelan Robots, and those who remember the true Battle Automata of the Age of Darkness…

Magi Dominus take great oaths of loyalty, for it is their field of study that can lead to the terror of Abominable Intelligence, known in the Mechanicum as Silica Animus. Such research is illegal after the Men of Iron problem, and Magi Dominus must select their path of study – that of the Datasmith, who maintain the Kastelans of the Dark Age of Technology, or the Dominus, which use arcane Cortex Controllers to barely reign in the animalistic Castellax and other Battle Automata.

The choice is yours, adept – what will you give up for power overwhelming?

Starting Aptitudes, Talents, and Modifiers

Characteristic Bonus: +5 Intelligence

Starting Aptitudes: Toughness, Intelligence, Fellowship, Offense, Knowledge, Tech, Leadership

Starting Skills: Logic, Tech Use, Common Lore (Adeptus Mechanicus), Forbidden Lore (Adeptus Mechanicus, Cybernetica)

Starting Talents: Weapon Training (Power), Exotic Weapon Training (Volkite)

Starting Traits: Mechanicus Implants

Specialist Equipment: Common-Craftsmanship Power Sword, Common-Craftsmanship Volkite Serpenta, Common-Craftsmanship Light Power Armor

Wounds: 8+1d5

Has a Comrade? Yes, sort of. Comrade type depends on specialization selected.

Magos Dominus Advances

Rule of the Dominus

Type: Passive
Cost: 300xp
Effect: The Magos Dominus selects a factional affiliation, and gains bonuses in return. This is a permanent choice – **NO TAKEBACKS!**

Datasmith: The Magos is known as a Magos Datasmith. They add one Kastelan Protocol Datawafer Set to their specialist equipment. Start with one Kastelan Robot as a comrade.

Dominus: The Magos is known as a Magos Dominus. They add one Cortex Controller cybernetic to their specialist equipment. Start with one Scyllax Guardian-Automata as a comrade. Further Battle Automata may be acquired with the appropriate Logistics test or Talent, if not issued by the GM.

Magos Reductor

When you see a big wall, is your first reaction, deep in your gut, to break it down? Then the Ordo Reductor may be the place for you! Priests devoted to the art of siegecraft and extermination rather than creation of new works, these nomadic magi are organized into mobile covenants, greatly respected by the Imperium and Cult of the Omnissiah, and would lend their knowledge to Crusades and battlegroups when it was time to crack a particularly bothersome fortress.

Magi Reductor are capable of destroying fortifications and vehicles themselves, or granting some of their knowledge to their allies. For this reason, Magi Reductors are often attached to Artillery or Vehicle taghmatas, where their artillery, tanks, or the bizarre cybernetic shock troops known as Thallaxii can be put to best use.

Nothing stands in the way of a Magos Reductor, and nothing stands behind them when they are done. For the Ordo Reductor to take an interest in a place means a death sentence for a world.

Starting Aptitudes, Talents, and Modifiers

Characteristic Bonus: +5 Intelligence

Starting Aptitudes: Ballistic Skill, Intelligence, Finesse, Offense, Knowledge, Tech

Starting Skills: Logic, Tech Use, Common Lore (Adeptus Mechanicus), Scholastic Lore (Siegecraft), Forbidden Lore (Adeptus Mechanicus)

Starting Talents: Weapon Training (Power), Exotic Weapon Training (Irad)

Starting Traits: Mechanicus Implants

Specialist Equipment: Common-Craftsmanship Power Axe, Common-Craftsmanship Lucifex, Common-Craftsmanship Light Power Armor

Wounds: 8+1d5

Has a Comrade? No

Magos Reductor Advances

Master of Destruction

Type: Passive
Cost: 600xp
Effect: After making a successful Ballistic Skill test, the Magos Reductor may reroll damage against Vehicles, Structures, or enemies with the Daemon Engine trait. The second result stands. He may, as a Full Action, grant this ability to an ally within 15m that is firing a Heavy or Vehicle weapon.

Reductor Techno-Arcana

Type: Passive
Cost: 300xp
Effect: The Magos Reductor adds his Intelligence Bonus to the Penetration of weapons used against stationary structures and fortifications. If the target fortification is destroyed, the area is considered clear terrain for his allies.

Magos Manipulus

The absolute unit that is the Magos Manipulus is a senior member of the Cult Mechanicum, and are often tasked as leaders of small kill teams that perform such varied tasks such as acquisitions, assassinations, sabotage, escort, and more. It seems like the task of sticking to a weight loss plan, however, is beyond them. Their mastery of short-range weapons allows them to support their teams during missions, and their ability to modulate the Galvanic Fields they produce can enhance the weapons and motive systems of their allies.

A Magos Manipulus is a force multiplier. Rather than the Magos Reductor who lets his guns speak for him, the Magos Dominus who is hiding behind seven automata, or the Magos Lacyraemarta who sends waves of the semi-dead at a problem, the Magos Manipulus is only as good as the soldiers he supports. A smart Manipulus will balance maneuvering his team into the perfect position, before transitioning into the commander of a devastating gunline, his defensive acumen holding him together as his troops release volley after volley at the enemy from enhanced range.

Starting Aptitudes, Talents, and Modifiers

Characteristic Bonus: +5 Intelligence

Starting Aptitudes: Ballistic Skill, Intelligence, Finesse, Defense, Knowledge, Tech, Leadership

Starting Skills: Command, Logic, Tech Use, Common Lore (Adeptus Mechanicus), Forbidden Lore (Adeptus Mechanicus)

Starting Talents: Weapon Training (Power), Exotic Weapon Training (Magnarail) OR Exotic Weapon Training

Starting Traits: Mechanicus Implants

Specialist Equipment: Common-Craftsmanship Power Axe, Common-Craftsmanship Magnarail Lance OR Common-Craftsmanship Transonic Cannon, Common-Craftsmanship Light Power Armor

Wounds: 8+1d5

Has a Comrade? No

Magos Manipulus Advances

Galvanic Field

Type: Passive
Cost: 300xp
Effect: As a Full Action, the Magos Manipulus bolsters his Galvanic Field to enhance allies within 15m. Select one of the effects below. The effect lasts until the start of the Magos Manipulus's next round.

Bolster Warriors: Allies gain the Unnatural Agility (X) trait, where X is equal to the Magos Manipulus's unmodified Intelligence Bonus.
Bolster Weapons: Allies' ranged weapons with ranges above 100m increase their range by 25 meters. Allies' ranged weapons with ranges below 100m increase their range by 10 meters instead.

Blessed Bionics

Type: Passive
Cost: 600xp
Effect: The Magos Reductor gains a defensive field equal to 5x his Intelligence Bonus that does not overload under normal circumstances. In addition, he gains the Regeneration (X) trait, where X is equal to the Magos Manipulus's unmodified Toughness Bonus.

Congregations of Battle

- NEW HOMEWORLDS
- NEW TRAINING AND DOCTRINES
- ADVANCED "SPECIALTIES"

Chapter II: Congregations of Battle

"We shared our works, our knowledge, our lives with the cogboys. And when the Strongholds fell and the Leagues collapsed, they merely stood by and took notes. They were right – knowledge is power, guard it well."

-Barzhad O'Malley, Living Ancestor of the Squats, remembers the fall of the Homeworlds.

The Mechanicum is not a uniform organization. Despite oaths of loyalty and fealty to Mars, the Forge Worlds are allowed a fair amount of leeway to handle their own affairs. Some worlds can lay claim to the origin of a particular design, like the world of Lucius, who were the first to reconsecrate the Macharius-pattern tank. Others devote themselves to the mysteries of a specific process, like the world of Ryza, who specialize in the production of plasma and plasma accessories. There are even some Forge Worlds whose histories precede them, like the cursed world of Zhao-Arkkad, the sworn fane of the Thousand Sons Legion where the designs for the Crassus Transport, Praetor Launcher, and Dominus Bombard were found.

In this chapter, some of the more notable worlds of the Mechanicum will be provided as homeworlds. Each will influence a group's Maniple in subtle ways, and affect the gear they can call upon. New Maniple variations will be provided – in the way the Astra Militarium can call upon transports, artillery, aircraft, and even superheavy vehicles, so can the Mechanicum, for its Legios are endless and its Taghmatas indefatigable. Finally, there will be a pair of advanced "specialties" available. These specialties dramatically affect how a character is played, and require one to suffer horrific wounds and death before such a reprocessing is performed. To become a cybernetic shock thrall is not an easy choice…

Where are the Knights doe

Yes, it is within the realm of the Mechanicum to take Indentured Knights as part of their army list. So yes, it is technically possible that you can have a Knight noble in your party who stomps about in a super robot. For this book, I'd like to stick with infantry forces here. I'm not saying it's impossible, but I'm not gonna add them here. Want to have a knight in your game? Go find Edeldorf's Chivalry Intensifies. He did a rather bang-up job making a Knight Pilot for Only War, and I don't really like to do work if someone else managed to do okay. Combined with the talents and Knights in the Rogue Trader book The Fringe is Yours! (Written by me, I'll shill my own shit here too), you can have a Knight pilot in your game as an additional option, which should slot in decently. It just may require some fiddling with talent aptitudes and whatnot.

If people REALLY need one badly in here, I'll put one in, but why do work twice when there's an alternative that works fairly well?

New Homeworlds

"SOME WORLDS REMAINED COMPLIANT. OTHERS DID NOT. BUT FOR THE MECHANICUM IT WAS NOT A BINARY CHOICE. SOME FORGE WORLDS CHOSE OTHER PATHS, OF INDEPENDENCE FROM BOTH WARMASTER AND EMPEROR."

-Executor Thexus, Paragon of Metal, discusses the Mechanicum of the Horus Heresy

As stated before, every world of the domain of the Mechanicum is slightly different. Though all can draw upon the Legios of the Skitarii, the Secutarii, and the Sicarii, each has different ways of outfitting its troops. A Maniple from Ryza, for instance, will outfit its soldiers with easily manufactured Plasma, while those who hail from Mars itself are masters of the Canticles of the Omnissiah. Even though some specializations come from mobile or nomadic backgrounds, such as the Magi Reductor and Dominus, they may have served with a particular Homeworld or Dogma long enough that they have adopted its style and idiosyncrasies. Some worlds may provide more extensive modifiers to a Maniple – select your homeworld carefully!

Note that, owing to their specialized nature, ALL generated Maniples will have the following trait:

Stranger to the Aquila: Forge world characters suffer a –10 penalty on Tests involving knowledge of the Imperial Creed, and a –10 penalty on Fellowship Tests to interact with characters who are also not of a Forge World or are initiates of the Cult Mechanicus.

Homeworld / Dogma	Cost
Mars	5
Lucius	4
Agripinaa	4
Stygies VIII	3
Graia	3
Metalica	4
Ryza	5
Nomadic War Covenant	3
Rad-Saturated Forge World	3
Expansionist Forge World	3
Data-Hoard Forge World	4

Each Homeworld or Dogma will also come with a special Canticle. This Canticle may only be cast with a Challenging (+0) Forbidden Lore (Adeptus Mechanicus) test, but only has one level of effect.

Mars

If it could be said that the Mechanicum itself had a homeworld, Mars would be it. The Cult Mechanicus itself was the remnants of those pitiful survivors of the Dark Age of Technology, who religiously collected any and all forms of technology to survive another day in Mars's rapidly dying biosphere. All forge worlds originate from Mars, for the Martian colony ships would establish other worlds, in the red-armored image of their ancient home. With the coming of the Emperor, they recovered some of their former glory, and re-established themselves as the greatest curators of knowledge and technology in the galaxy.

Cost: 5
Characteristic Modifiers: +3 Intelligence, +3 to either Toughness OR Willpower
Skills: Martian characters start with the Common Lore (Tech), Linguistics (Low Gothic, Tech-Lingua), Forbidden Lore (Archeotech), and are Trained in Tech Use.
Archeotech Repositories: Martian characters gain the Weapon-Tech OR Peer (Adeptus Mechanicus) Talent.
Glory to the Omnissiah: Martian characters gain a +10 bonus to Forbidden Lore (Adeptus Mechanicus) tests to cast Canticles of the Omnissiah, and may cast two Canticles of the Omnissiah when a Fate Point is spent instead of one.
Regimental Favored Weapons: Select one Basic or Melee weapon of any type, and one Heavy weapon of any type at generation.
Starting Wounds: Martian characters generate starting wounds normally.
Starting Canticle: Panegyric Procession
Allies gain the benefits of the Auto-Stabilized trait, and improve the damage of Heavy weapons by 4.

Lucius

Lucius is a hollow world, and has barely scraped by numerous disasters and emergencies caused by SCIENCE! run amok. Most of the Forge World is built within the husk of the planet itself, and uses an artificial sun in the planet's core to power its many endeavors. Lucians are a bellicose and aggressive

people, whose pride pushes them to ever greater acts. Armor blackened from the Solar Blessing (standing under the artificial sun and getting scorched), the Maniples of Lucius teleport effortlessly into battle.

Cost: 4
Characteristic Modifiers: +3 to any two of the following Characteristics – Weapon Skill, Strength, or Toughness
Skills: Martian characters start with the Common Lore (Tech), Linguistics (Low Gothic, Tech-Lingua), Parry, and Intimidate skills.
Martial Pride: Lucian characters gain either the Berserk Charge Talent OR the Brutal Charge (3) Trait.
Praise the Sun!: Lucian characters reduce the Penetration of enemy weapons with Penetration of 6 or less by 2.
Regimental Favored Weapons: Taser Goad, Heavy Phosphor Blaster
Starting Wounds: Lucian characters begin with +1 starting Wound.
Starting Canticle: Luminescent Blessing
Allies improve the Protection Rating of Defensive Fields they possess by +15, to a maximum of 50. If they do not possess a defensive field, they gain a PR20 Defensive Field that does not overload under normal conditions.

AGRIPINAA

As Cadia provides a stout shield to Agripinaa, Agripinaa provides a powerful sword to Cadia. It is from the forges of Agripinaa that the entire Cadian system is equipped. The ranks of the forge world's maniples have swelled, though few wish to speak of the source of such recruits. As expected, the forge world of Agripinaa is on the forefront of the fight with Chaos, with specialized tanks such as the Leman Russ Eradicator leading the way, and stories of their raids into the Eye of Terror itself for knowledge are just that – stories…

Cost: 4
Characteristic Modifiers: +3 to any two of the following Characteristics – Willpower, Perception or Fellowship.
Skills: Agripinaan characters start with the Common Lore (Tech), Linguistics (Low Gothic, Tech-Lingua), Forbidden Lore (Heresy), and Interrogation skills.
Veteran of the Eye: Agripinaan characters gain either the Resistance (Psychic Powers) OR the Orthoproxy Talent.
Staunch Defenders: Agripinaan characters gain a +10 bonus to Ballistic Skill tests when performing the Overwatch and Suppressive Fire actions, or benefitting from the effects of the Predictive Augury or Emotionless Clarity talents.
Regimental Favored Weapons: Corposant Stave, Eradication Ray
Starting Wounds: Agripinaan characters generate starting wounds normally.
Starting Canticle: Verse of Vengeance
Allies who have been forced to burn fate to live during the encounter may immediately perform a ranged or melee attack of their choice against a target of their choice.

STYGIES VIII

The moon of a gas giant, the moon known as Stygies VIII is known for the high quality of its gun barrels, recoil dampeners, and the production of the finest quality propellant chemicals. It is one of the few worlds capable of producing Leman Russ Vanquishers. However, its greatest well-kept secret is its fascination with Xenos technology, and the world has antagonized the Aeldari by breaking into their Webway in search of the Black Library.

Cost: 3
Characteristic Modifiers: +3 to any two of the following Characteristics – Ballistic Skill, Agility, or Intelligence
Skills: Stygian characters start with the Common Lore (Tech), Linguistics (Low Gothic, Tech-Lingua), Forbidden Lore (Xenos), and Deceive skills.
Xenarite Roots: Stygian characters gain either the Modify Payload Talent OR one Exotic Weapon Training proficiency of the player's choice.
Shroud Protocols: Enemies further than 30m suffer a -10 to Ballistic Skill tests when firing at a Stygian character.
Regimental Favored Weapons: Maxim Bolter, Transuranic Arquebus
Starting Wounds: Stygian characters generate starting wounds normally.
Starting Canticle: Plea of the Veiled Hunter
Allies may perform a Ranged Attack action of their choice after performing the Disengage action, but this attack suffers a -20 penalty to the Ballistic Skill test.

GRAIA

Graia moves. Not so much a single world as it is a set of mobile space stations, which park themselves over

an unfortunate planet, and promptly shit all over said planet by deploying waves of troops. Graia specializes in exploration, plunder, and data-theft. Their refusal to yield is legendary – whether or not this is due to trauma from constantly getting attacked, none can say. The plebeians of the Astra Militarum call it stubbornness – the Magi of Graia know better.

Cost: 3
Characteristic Modifiers: +3 Willpower, +3 to either Agility or Perception
Skills: Graian characters start with the Common Lore (Tech), Linguistics (Low Gothic, Tech-Lingua), Awareness, Navigate (Surface), and Security skills.
Unyielding: Graian characters gain either the Die Hard OR Iron Jaw Talent.
Refusal to Yield: When receiving critical damage, the character may roll 1d10 for every melee or ranged hit received after accounting for defensive fields and reactions. On a 9+, that hit is ignored. This does not stack with the Defensive Augmentation tree of talents.
Regimental Favored Weapons: Dataspike, Graviton Imploder
Starting Wounds: Graian characters begin with -1 starting Wound.
Starting Canticle: Mantra of Discipline
Allies gain a +10 bonus to Ballistic Skill tests when performing the Overwatch and Suppressive Fire actions, or benefitting from the effects of the Predictive Augury or Emotionless Clarity talents.

METALICA

Metalica is formed mostly out of metal, so they named it Metalica. The Magi even had their Maniples crush all other life, flora and fauna, on their world so they could quest for enlightenment at peak efficiency Brutal. With plenty of combat experience against the Orks of Charadon and Armageddon, the Maniples of Metalica ride to war in an auditory barrage of gunmetal mountains and skyscraper-sized pistons.

Cost: 4
Characteristic Modifiers: +3 to any two of the following Characteristics – Ballistic Skill, Weapon Skill, or Agility.
Skills: Metalican characters start with the Common Lore (Tech), Linguistics (Low Gothic, Tech-Lingua), Awareness, and Dodge skills.
Ride the Lightning: Electricity-based weapons, such as those of the Arc, Electrostatic, and Lightning Gun weapon groups, that are wielded by Metalican characters (including Vehicle weapons) gain the Tearing quality, or roll a further damage die for damage, dropping the two lowest if the weapon already possessed the Tearing quality. If a weapon wielded by a Metalican character has the Haywire quality, the result on the Haywire table may be rerolled. The second result stands.
Relentless March: Metalican characters gain a +10 bonus to Ballistic Skill tests when firing ranged weapons after performing a Movement action.
Regimental Favored Weapons: Arc Rifle, Lightning Gun
Starting Wounds: Metalican characters begin with +1 starting Wound.
Starting Canticle: Tribute of Empathic Veneration
Enemies further than 20m suffer a -10 to Ballistic Skill tests when firing at allies.

RYZA

If there was a world out there that could claim plasma as its bitch, Ryza would be it. Home of the Leman Russ Executioner and the Stormblade Superheavy tank, Ryza has come under terrible fire from a series of Ork Waaaghs, out to loot the world. This gave the Magi in charge a mechanical boner, and they set out all their super-cool toys to play war with. The entire world of Ryza is one big tabletop wargame.

Cost: 5
Characteristic Modifiers: +3 to any two of the following Characteristics – Ballistic Skill, Toughness, or Intelligence
Skills: Ryzan characters start with the Common Lore (Tech, War), Linguistics (Low Gothic, Tech-Lingua), and Command skills.
Masters of Plasma: Ryzan characters gain the Weapon Training (Plasma) talent, and either the Weapon Tech OR Plasma Weapon Expertise Talent.
Red in Cog and Claw: Damage results of 1 or 2 when using melee weapons may be rerolled. The second result stands.

Regimental Favored Weapons: Plasma Caliver, Plasma Culverin
Starting Wounds: Ryzan characters generate starting wounds normally.
Starting Canticle: Citation in Savagery
Allies increase the Penetration of all Melee weapons they wield by 2.

NOMADIC WAR COVENANT

Some war convocations do not call a single Forge World home. Instead, they drift amongst the void, offering their services to those who require them. They have been to many worlds, and bear the scars of each. Most often cults of the Legio Cybernetica and the Ordo Reductor, the Nomadic War Covenants are an often welcome, but distrusted, ally.

Cost: 3
Characteristic Modifiers: +3 to any two of the following Characteristics – Intelligence, Agility, Willpower
Skills: Nomadic characters start with the Common Lore (Tech), Linguistics (Low Gothic, Tech-Lingua), Navigate (Stellar), Operate (Voidship), and Survival skills.
Stellar Wanderers: Nomadic characters gain either the Resistance (Player's Choice) OR the Combat Formation Talent.
Zone Mortalis Training: Weapons with the Flame and Spray quality wielded by Nomadic Characters gain the Tearing quality when fighting inside structures, underground tunnels, voidship corridors, or other interior spaces.
Regimental Favored Weapons: Irad Cleanser, Volkite Culverin
Starting Wounds: Nomadic characters begin with -1 starting Wound.
Starting Canticle: Elegy of Emptiness
Allies gain the effects of the Fearless talent, and immediately recover from the effects of any Shock Table results they suffer from.

CUSTOM HOMEWORLDS

It is possible for a Forge World to possess Dogmas completely unlike any of the official defined homeworlds. Some Forge Worlds spent millennia isolated, and their dogmas drifted far, while others may be newly established, and still finding their place in the galaxy. For players who do not wish to claim the dogma of an existing Forge World, it is possible to shape your own.

To create a Custom Homeworld / Dogma, one first selects a general Concept, such as a Rad-saturated, or Expansionist world, applying the Characteristics, Skills, and Wounds that Concept grants. One then gains the Primary benefit of that concept type, and may select ONE of the four Secondary benefits to apply to their world. One may then freely select one Basic and one Heavy weapon as the regimental favored weapons. However, as a result of this open system, Custom Homeworlds do not have a Starting Canticle that other, more established Forge Worlds possess.

RAD-SATURATED FORGE WORLD

Whether as a result of natural phenomena, ancient apocalyptic wars, or accidents caused by lost knowledge, the Forge World is heavily irradiated. The soldiers of this world carry this blight with them when they go to war. Only the toughest survive here, as the enemies of the Omnissiah soon realize.

Cost: 3
Characteristic Modifiers: +3 to any two of the following Characteristics – Strength, Toughness, Willpower
Skills: Rad-Saturated characters start with the Common Lore (Tech), Linguistics (Low Gothic, Tech-Lingua), and Survival skills, as well as one more Skill of their choice.
Starting Wounds: Rad-Saturated characters begin with -1 starting Wound.

Primary: Radiant Disciples
When resolving an enemy ranged attack against the character that is further than 30m away, reduce the damage by the character's Intelligence bonus.

Secondary: Luminary Suffusion
Enemies in melee with the character suffer -1 to their base Toughness Bonus. This can reduce Unnatural Toughness according to the modifier (for example, TB4 Unnatural +4 for TB8 will become TB3 Unnatural +4 for TB7). If the character possesses the Rad Saturation talent or a Rad Furnace cybernetic, the radius is increased from melee to a number of meters equal to their Toughness Bonus.

Secondary: Scarifying Weaponry
Radium and Irad weapons increase their Penetration value by 2.
Secondary: Omnissiah's Shield
Melee weapons wielded by enemies decrease their Penetration value by 2.
Secondary: Machine God's Chosen
Characters reduce the penalty of Fear tests and the result rolled on the Shock Table by half.

EXPANSIONIST FORGE WORLD

The Archmagi of this world are fiercely aggressive, and from these worlds spring forth the Explorator fleets, who eternally quest to uncover the hidden truths of the Machine God. Forces of Expansionist worlds are mobile and ever on the march.

Cost: 3
Characteristic Modifiers: +3 to any two of the following Characteristics – Agility, Intelligence, Perception
Skills: Expansionist characters start with the Common Lore (Tech), Linguistics (Low Gothic, Tech-Lingua), and Navigate (Surface) skills, as well as one more Skill of their choice.
Starting Wounds: Expansionist characters generate starting wounds normally.

Primary: Accelerated Actuators
When a character performs the Charge action, or was the subject of a charge themselves, the Penetration value of Melee weapons wielded by the character is increased by 2.

Secondary: Forward Operation
At the start of a combat encounter, after Initiative is rolled but before the first round, each character may immediately perform a Full Move action.
Secondary: Acquisitive Reach
The range of Basic weapons wielded by characters are increased by 15 meters.
Secondary: Rugged Explorators
Characters ignore the effects of Difficult and Arduous terrain, and may reroll failed Survival and Navigate Surface tests, the second result standing.
Secondary: Dominus Command Net
During an encounter, the first Doctrina Imperative used by a character who is benefitting from the effects of an Enhanced Data Tether or Broad-Spectrum Data Tether does not cost a fate point to activate.

DATA-HOARD FORGE WORLD

This forge world hoards its arcane knowledge, until it can claim mastery in hundreds of areas of technological esoterica. Whether or not through caches of STC fragments, theft from other worlds, or even studying Xenotech, this Forge World's collection of arcane insights is unparalleled…or so they claim.

Cost: 4
Characteristic Modifiers: +3 to any two of the following Characteristics – Agility, Intelligence, Willpower
Skills: Rad-Saturated characters start with the Common Lore (Tech), Linguistics (Low Gothic, Tech-Lingua), and Survival skills, as well as one more Skill of their choice.
Starting Wounds: Data-Hoard characters generate starting wounds normally.

Primary: Magna-Bonded Alloys.
When a vehicle is struck by an attack, the driver may roll 1d10 for every melee or ranged hit received after accounting for defensive fields and reactions. On a 9+, that hit is ignored.

Secondary: Omnitric Impellors
When performing a Movement action, Servitors and Battle Automata add a value equal to the owner's Intelligence Bonus to the distance they move. Ground Vehicles add the Intelligence Bonus of the driver to their Tactical Speed
Secondary: Servo-focused Auguries
Characters may reroll failed Ballistic Skill tests using ranged weapons with the Cognis quality when in Short Range.
Secondary: Autosavant Spirits
If a vehicle has suffered damage during a combat encounter, then at the end of the driver's turn, roll a 1d10. On a 9+, the vehicle recovers a number of lost structural integrity equal to the character's unmodified Intelligence bonus. If the vehicle possesses the Blessed Autosimulacra vehicle wargear, add 2 to the roll.
Secondary: Trans-node Power Cores
Arc weapons wielded by characters gain the Tesla quality.

New Training and Doctrines

"All right, lads! The Commandos are counting on us to support them! Their words are the words of the Emperor and the Ancestors! We advance! KHAZUKAN KHAZAKIT HA!"

-Urist McSergeant, Squat Troop Leader, motivates his squad, before the charge against the Tau Black Caste on Sors Natio.

The Taghmatas and Maniples of the Martian Mechanicum are bizarre, esoteric clusterfucks far different than their brethren in the Astra Militarum. Able to call upon exotic vehicles and weaponry and prosecute the enemies of the Omnissiah with extreme prejudice, and leave no enemy standing. Depending on the will of the Magos in charge, a Taghmata or Maniple may be equipped with anything from superheavy vehicles to long range support weaponry. It is in this way that the Magi mathematically calculate exactly what is needed of a specific maniple, so they can make the entire Taghmata greater than the sum of their components – any Magos is a fan of getting more out of something than he put in.

Overall, pick a Homeworld from either here, pick a Commander from another book, and pick a training from here and you're good to go! Note, however, that some of these Regiment types may look a bit odd – why would some regiments give gear that most specialties would already begin with? Only War lets you take multiple Guardsmen specialties and forge them into a team that can hit well above its weight. Normally, it is hard to do this since Mechanicum troops are so segregated by use and type. Thus, some of these regiments are useful to help standardize players – If three want to play as Sicarians, but two want to play a Skitarius and Secutarius, for instance, creating a Sicarian Killclade will grant Sicarian gear to the non-Sicarians, allowing for a more cohesive regiment. Essentially, one is sacrificing a little bit of fluff coherence for gameplay convenience.

Regiment Type	Cost
Skitarii Maniple	2
Secutarii Legio	2
Sicarian Killclade	2
Onager Battery	4/7/10
Ironstrider Cavaliers	8
Armored Onslaught	4
Mechanized Conveyance	3
Explorator Force	4
Legio Cybernetica Battle Cohort	3/4/5
Ordo Reductor War Covenant	3/5/8
Centurio Ordinatus Detachment	9

Skitarii Maniple

Skitarii Maniples are the most common of forces the Forge Worlds deploy in their Taghmatas. Usually consisting of ranks of Skitarii Vanguards and Rangers, these forces have their legs replaced with sturdy bionics that allow them to march eternally without tiring – good for the Magos who does not wish to splurge on a Triaros.

Cost: 2
Characteristic Modifiers: +3 Ballistic Skill, -3 Fellowship
Starting Skills: Athletics
Starting Talents: Doctrina Imperative: Hazard Optimization
Starting Maniple Gear: One Common-Craftsmanship Skitarii War Plate per Player Character, one Common-Craftsmanship Galvanic Rifle OR Radium Carbine per Player Character, two Good-Craftsmanship Cybernetic Legs (one per leg) per Player Character.

Secutarii Legio

The Titan Guard march to war, armed with powerful weaponry to guard their mighty charges! The first line of defense for the venerable god machines, the Secutarii will die before allowing heretics and xenos near their idols of devotion.

Cost: 2
Characteristic Modifiers: +3 Toughness, -3 Fellowship
Starting Skills: Scholastic Lore (Titan Legions)
Starting Talents: Combat Formation
Starting Maniple Gear: One Common-Craftsmanship Secutarii War Plate per Player Character, one Common-Craftsmanship Galvanic

Caster OR Arc Lance and Mag-Inverter Shield per Player Character, one Common-Craftsmanship Kyropatris Field Generator per Player Character, two Good-Craftsmanship Cybernetic Legs (one per leg) per Player Character.

SICARIAN KILLCLADE

I live, I die, I live again! Reforged into the Mechanicum's best assassins from near dead Skitarii and Secutarii, the life of a Sicarian is a second chance to destroy the Omnissiah's enemies. Capable in melee and outfitted into physics-busting death ninjas, the Sicarians are sent ahead of the Taghmatas, scouting and killing to their mechanical hearts' content.

Cost: 2
Characteristic Modifiers: +3 Weapon Skill, -3 Fellowship
Starting Skills: Stealth
Starting Talents: Doctrina Imperative: Mindstate Secutor
Starting Maniple Gear: One Common-Craftsmanship Sicarian Battle Armor per Player Character, One set of Common-Craftsmanship Dunestrider Legs per Player Character.

Player Characters of a Sicarian maniple must select one of the following weapon and gear combinations.

Common-Craftsmanship Transonic Razor and Common-Craftsmanship Chordclaw and Three Mindscrambler Grenades.

Two Common-Craftsmanship Transonic Blades. Common-Craftsmanship Stubcarbine and Common-Craftsmanship Power Sword, Common-Craftsmanship Cybernetic Augur Dome.

Common-Craftsmanship Flechette Blaster and Common-Craftsmanship Taser Goad, Common-Craftsmanship Cybernetic Augur Dome.

ONAGER BATTERY

Onager Batteries provide versatile all-terrain fire support to a Taghmata's forces. Capable of being outfitted for long-range anti-vehicle or anti-air, an Onager Battery will crawl forward, destroying its enemies. Just be sure to replace the crew when they inevitably die…

Cost: 4
Characteristic Modifiers: +3 Intelligence, -3 Weapon Skill
Starting Skills: Operate (Surface)
Starting Talents: Technical Knock
Starting Maniple Gear: One Onager Dunecrawler per Maniple, one anointed maintenance toolkit per Player Character.
Special: At the cost of an additional 3 Regiment Creation Points, the Maniple can add an additional Onager Dunecrawler per Maniple to its Standard Maniple Kit. This can be done up to two times (for a maximum of three Onager Dunecrawlers in one Maniple). Good luck finding the points for such a Regiment. Enjoy that Drawback stacking!

IRONSTRIDER CAVALIERS

Mindlinked and charging forward on bipedal perpetual motion machines, Ironstrider Cavaliers gallop forward like a not-retarded version of Astra Militarum Rough Riders. Often sent to assassinate specific targets, the Ironstriders work together to take out their targets, ducking and weaving through each other in a storm of dust and incense.

Cost: 8
Characteristic Modifiers: +3 Perception, -3 Willpower
Starting Skills: Operate (Surface)
Starting Talents: Push the Limit
Starting Maniple Gear: One anointed maintenance toolkit per Player Character.

Player Characters of an Ironstrider Cavalier maniple must select one of the following weapon and gear combinations.

One Ironstrider per Player Character, one Taser Lance per Player Character.

One Ironstrider per Player Character, one Twin-Linked Cognis Autocannon OR one Twin-Linked Cognis Lascannon.

ARMORED ONSLAUGHT

Taghmatas who prefer to flaunt their power equip some of their troops with battle tanks, capable of performing the same role as a Space Marine Predator, but hyperspecialized. An Armored Onslaught will easily eliminate its required enemies, but runs the risk of being hard countered.

Cost: 4
Characteristic Modifiers: +3 Ballistic Skill, -3 Strength
Starting Skills: Operate (Surface)
Starting Talents: Tank Hunter
Starting Maniple Gear: One Krios Battle Tank OR One Krios Venator Battle Tank OR one Karacnos Assault Tank OR one Skorpius Disintegrator per Maniple, one anointed maintenance toolkit per Player Character.

MECHANIZED CONVEYANCE

Some Magi of the Forge Worlds have come to an unbelievable conclusion – ground troopers stand a better chance of reaching their target if they have a transport to carry them! Such knowledge will most likely be lost soon in the grim darkness of the 41st millennium.

Cost: 3
Characteristic Modifiers: +3 Agility, -3 Perception
Starting Skills: Operate (Surface)
Starting Talents: Rapid Reload
Starting Maniple Gear: One Triaros Armored Conveyor OR one Skorpius Dunerider OR one Terrax Pattern Termite Assault Drill per Maniple, one anointed maintenance toolkit per Player Character.

EXPLORATOR FORCE

Sometimes the Skitarii in question are part of an Explorator fleet, sent out to explore the deepest, darkest reaches of the galaxy. It therefore helps to have a mobile base tougher than a land raider at your side, for maximum adaptability and comfiness.

Cost: 4
Characteristic Modifiers: +3 Intelligence, -3 Strength
Starting Skills: Navigate (Surface), Operate (Surface)
Starting Talents: Tireless
Starting Maniple Gear: One Macrocarid Explorator per Maniple, pre-equipped with the Explorator Augury Web upgrade, one anointed maintenance toolkit per Player Character.

LEGIO CYBERNETICA BATTLE COHORT

So you want to be the King of All Robots? You have come to the right place. Untrusted by everyone in the Imperium, the Legio Cybernetica have had to work extra hard to be accepted all over again. But it's all worth it. ROBOTS!

Cost: 3
Characteristic Modifiers: +3 Intelligence, -3 Fellowship
Starting Skills: Forbidden Lore (Cybernetica)
Starting Talents: Accelerated Repairs
Starting Maniple Gear: One Kastelan Robot OR Castellax Battle Automata per Maniple, one anointed maintenance toolkit per Player Character.
Special: At the cost of an additional 1 Regiment Creation Point, the Maniple can upgrade their Castellax or Kastelan to an Arlatax OR Domitar

Battle Automata, and gain one Cortex Controller per Maniple if they did not already possess one. For a further 1 Regiment Creation Point, the Maniple can upgrade their Arlatax or Domitar Battle Automata to a Thanatar Siege Automata of any pattern or a Vultarax Stratos-Automata, and gain one tiny Best-Craftsmanship Plastic Crown and adhesive to attach on their Thanatar or Vultarax.

Ordo Reductor War Covenant

Those who just want to blow shit up join the Ordo Reductor War Covenants. They are granted the heaviest artillery pieces for personal use, given a target wall, and told not to come back until there is nothing left standing. Note that, depending on the political climate, playing an Ordo Reductor War Covenant may invite wall jokes.

Cost: 3
Characteristic Modifiers: +3 Intelligence, -3 Weapon Skill
Starting Skills: Scholastic Lore (Siegecraft), Operate (Surface)
Starting Talents: Calculated Barrage
Starting Maniple Gear: One Melta-Bomb per Player Character, one Demolition Charge per Player Character, one Ordo Reductor Artillery Tank with Tier 1 Weapon Options per Maniple, one anointed maintenance toolkit per Player Character.
Special: At the cost of an additional 2 Regiment Creation Points, the Maniple can upgrade their Ordo Reductor Artillery Tank with Tier 2 Weapon Options. At the further cost of an additional 3 Regiment Creation Points (5 altogether), the Maniple can replace their Ordo Reductor Artillery Tank with a Minotaur Artillery Tank.

Centurio Ordinatus Detachment

WOOP WOOP! Here come the Centurio Ordinatus! With the blessing of the Lord of the Centurio Ordinatus, a purpose-built machine is built and deployed. Often expected to face off against the heaviest armor and enemies in the galaxy, the Centurio Ordinatus are confident that they can take them down and be back in time for afternoon prayers.

Cost: 9
Characteristic Modifiers: +3 Ballistic Skill, -3 Strength
Starting Skills: Operate (Surface)
Starting Talents: Weapon Tech
Starting Maniple Gear: One anointed maintenance toolkit per Player Character, HOLY FUCKING SHIT ONE ORDINATUS MINORIS OF ANY PATTERN OR ORDINATUS AKTAEUS PER MANIPLE.

New Talents

"Ye know, I'd worry about what the cogboys'd do if they ever caught ya, or the lass, but I've seen ya tear apart dozens of'em. I almost pity anyone who tries. Ya didn't even seem ta notice'em. They were just in yer way one moment, an' the next…they weren't."

-Rockfist Fearengine, Former Engineer's Guildmaster, comments on Executor Thexus's combat prowess.

The Mechanicum keeps its knowledge to itself. An ever-insular organization, even rumors of knowledge will turn techpriests against each other, eager to destroy for any scrap of advantage against their rivals. Usually, you end up with multiple dead techpriests as a result, their knowledge lost forever.

The Mechanicum is able to buff their troops, even to the point of assuming direct control. Their vehicles are capable of autonomous targeting, self-repair, and other feats when the appropriate Canticle is sung. They can be programmed with specific tasks, or allowed to think for themselves as long as the mission is complete. Many are the gifts of the Magi, and few are those worthy to receive them.

A Note on Doctrina Imperatives

Doctrina Imperatives grant a powerful boost to a character. However, they are restricted to the character using them. Once a Doctrina Imperative is used in an encounter, it cannot be used again by that character until the start of a new encounter, unless the character has some way of getting around this. This is to avoid Doctrina spam by players.

Doctrina Imperative: Hazard Optimization

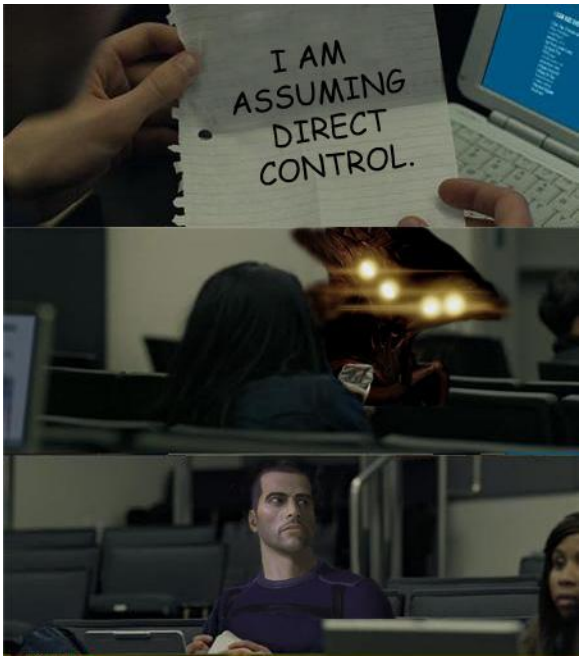
Tier: 1
Prerequisites: None.
Aptitudes: Ballistic Skill, Tech
A basic Gamma-level imperative available to a Skitarii warrior, the Maniple's commander enables a slight accuracy increase. As a Free Action, the character may spend a Fate point, and gain a +20 Bonus to Ballistic Skill until the beginning of his next turn.

Doctrina Imperative: Gundrill Symbiosis

Tier: 2
Prerequisites: Doctrina Imperative: Hazard Optimization.
Aptitudes: Ballistic Skill, Tech
An advanced Beta-level imperative for when high levels of accuracy are needed, sacred firing doctrines are meditated upon, and enacted. As a Free Action, the character may spend a Fate point, and gain a +30 Bonus to Ballistic Skill, but suffers a penalty of -10 to his Weapon Skill, until the beginning of his next turn.

Doctrina Imperative: Binharic Omniscience

Tier: 3
Prerequisites: Doctrina Imperative: Gundrill Symbiosis.
Aptitudes: Ballistic Skill, Tech
With this Alpha-level Imperative, the Maniple's commander assumes direct control, reducing the battlefield to a binary stream of clarity and perfection. As a Free Action, the character may spend a Fate point, and gain a +40 Bonus to Ballistic Skill, but suffers a penalty of -20 to his Weapon Skill, until the beginning of his next turn.



Doctrina Imperative: Mindstate Secutor

Tier: 1
Prerequisites: None.
Aptitudes: Weapon Skill, Tech
The simplest Gamma Imperative usually embedded in the minds of the Sicarians, Secutor wisdom from the Myrmidon Auxilia are rapidly downlinked into the mind. As a Free Action, the character may spend a Fate point, and gain a +20 Bonus to Weapon Skill until the beginning of his next turn.

Doctrina Imperative: Technomartyr Concords

Tier: 2
Prerequisites: Doctrina Imperative: Mindstate Secutor
Aptitudes: Weapon Skill, Tech
This Beta-level imperative cycles devotional commands through the mind and overcharges the body with the Motive Force. As a Free Action, the character may spend a Fate point, and gain a +30 Bonus to Weapon Skill, but suffers a penalty of -10 to his Ballistic Skill, until the beginning of his next turn.

Doctrina Imperative: Hyperaction Protocols

Tier: 3
Prerequisites: Doctrina Imperative: Technomartyr Concords
Aptitudes: Weapon Skill, Tech
With this Alpha-level Imperative, the Maniple's commander assumes direct control, even the lowliest soldier becomes as skilled as the Malagra mech-assassins of old. As a Free Action, the character may spend a Fate point, and gain a +40 Bonus to Weapon Skill, but suffers a penalty of -20 to his Ballistic Skill, until the beginning of his next turn.

Alpha Princeps

Tier: 3
Prerequisites: Fellowship 40
Aptitudes: Fellowship, Tech
The Skitarius in question has been inducted deeper into the Omnissiac mysteries, and has been granted a level of independence and tactical acumen for squad-based control. The character gains the Leadership aptitude. In addition, when a Fate Point is used by anyone in the character's Maniple to activate a Doctrina Imperative (including the character himself), the character may immediately make a Challenging (+0) Command test, with a penalty equal to 10 times the Doctrina's Tier (For example, a Tier 3 Doctrina Imperative would impose a -30 penalty). If this test is successful, the Fate Point does not count as being spent, and the Doctrina may be used again in the encounter. Only one Command test can be performed – you cannot have three people with the talent try to all make Command tests! That would be silly.

Defensive Augmentation

Tier: 1
Prerequisites: Toughness 30
Aptitudes: Defense, Toughness
Through faith in the Omnissiah, the character shields his body from harm as he shields his soul. The character may roll 1d10 for every melee or ranged hit received after accounting for defensive fields and reactions. On a 9+, that hit is ignored.

Defensive Alchemistry

Tier: 2
Prerequisites: Defensive Augmentation, Toughness 40
Aptitudes: Defense, Toughness
Since the name Feel No Pain is already taken by a mutation, I had to come up with some bullshit alternate name. The character may roll 1d10 for every melee or ranged hit received after accounting for defensive fields and reactions. On a 7+, that hit is ignored.

Masterwork Bionics

Tier: 3
Prerequisites: Defensive Alchemistry, Toughness 50
Aptitudes: Defense, Toughness
The character's bionics are granted a lesser version of blessed autosimulacra, allowing for the body to continue when the spirit fails. The character may reroll failed Defensive Alchemistry and Defensive Augmentation rolls.

SLAUGHTERSPRINT
Tier: 2
Prerequisites: Agility 40
Aptitudes: Agility, Fieldcraft
Gotta go fast, gotta kill fast, into the super-sanic killsprint. Once per encounter, the character may make the Charge action with his Run speed. This may be further augmented by talents like Sprint.

MALIGNANT SUSURRATIONS
Tier: 2
Prerequisites: Sicarian Infiltrator, Neurostatic Aura, Perception 40
Aptitudes: Perception, Tech
The Infiltrator's Augur Dome has been enhanced with greater killclade imperatives. The range of the character's Neurostatic Aura is increased to 30m.

IDENT CONFIRMED
Tier: 2
Prerequisites: Perception 40
Aptitudes: Finesse, Perception
High ranking Magi of the priesthood impart the character with specialized killdata for a specific target. When the Maniple is deployed on a mission to assassinate a specific target, the character may spend a Fate Point. The character may then reroll damage rolls against the target (the second result stands) until the target is killed, the character is forced to burn fate to live / manmode, or he spends a Fate Point to select a different target.

MINDLINKED HUNTERS
Tier: 2
Prerequisites: Perception 40
Aptitudes: Finesse, Perception
The Maniple trains to target enemies, relying on each other's' eyes to guide their shots. A character with this talent may draw line of sight from an ally with this talent within 100m for the purpose of determining if the enemy gains a bonus to armor due to cover. If firing a weapon with the Indirect quality against an enemy that the ally has line of sight to, the character suffers no penalty to the Ballistic Skill test. Modifiers such as range are calculated from the position of the firing character.

INCENSE GENETORUM
Tier: 1
Prerequisites: Willpower 30
Aptitudes: Willpower, Defense
The character's gen-pack has been modified to produce sweet-smelling Incense, soothing his soul and hiding him and his homeboys. Once per Encounter, as a Full Action, the character may release Incense from his back, granting him and allies the Fog, Mist, Shadow, or Smoke Combat Circumstance (Only War p. 253) in a 5m Radius. Fart jokes away!

DISCIPLE OF THE OMNISSIAH
Tier: 3
Prerequisites: Willpower 40, Unshakable Faith
Aptitudes: Willpower, Defense
The character's religious fervor is infectious, litanies of religious dogma spamming the noosphere and uplifting the spirits of his allies. The character and allies within 30m no longer suffer penalties to Fear and Pinning tests.

PREDICTIVE AUGURY
Tier: 2
Prerequisites: Willpower 30, Nerves of Steel
Aptitudes: Willpower, Offense
The character can respond with lightning swiftness to enemy attacks. When subjected to a Charge action by an enemy (or said enemy decides to be cute and WALK into melee), the character may perform the Suppressive Fire action as a reaction against the enemy. If the character's weapon is incapable of the Suppressive Fire action, they may fire a single shot Ranged attack with a -20 penalty. Spray weapons instead grant a +20 bonus to the Agility test to avoid the shot. This reaction attack may NOT benefit from Doctrina Imperatives.

EMOTIONLESS CLARITY
Tier: 3
Prerequisites: Predictive Augury, Willpower 35, Fearless
Aptitudes: Willpower, Offense
The character has taken on a different version of the Rite of Pure Thought of older systems, granting him the ability to perfectly focus on an incoming enemy.

When subjected to a Charge action by an enemy (or said enemy decides to be cute and WALK into melee), the character may perform the Ranged Basic Attack, Semi Auto Attack, or Full Auto Attack action as a reaction against the enemy with a +20 bonus. Spray weapons grant a -20 penalty to the agility test to avoid the shot. This reaction attack may NOT benefit from Doctrina Imperatives.

Elimination Volley

Tier: 3
Prerequisites: BS 40, Intelligence 35
Aptitudes: Ballistic Skill, Finesse
The character is excellent at marking enemies for his allies to destroy. If the character uses a weapon with the Luminagen quality, and inflicts at least one wound against a target, until the start of his next round, all allies gain a +10 bonus to Ballistic Skill tests against the enemy, and ignore armor points granted by cover to the enemy.

Numinous Reclamation

Tier: 2
Prerequisites: BS 35 or WS 35
Aptitudes: Willpower, Offense
Depending on his factional declaration, the Electropriest can better steal the energy from his unworthy enemies, or bless them with further energy! Against an enemy who was wounded by an Energy-based attack in the previous round, the character may either fire an additional shot at the enemy (if wielding electrostatic gauntlets) or reroll damage in melee against the enemy (if wielding electroleech staves).

Electrostatic Overcharge

Tier: 3
Prerequisites: BS 40, Numinous Reclamation
Aptitudes: Offense, Toughness
Electropriests of the Corpuscarii faction can overcharge their gauntlets, increasing their power at the cost of feedback. The character may make a Challenging (+0) Tech Use test. If this test is successful, he improves the Penetration of his Electrostatic Gauntlets by 4 until the start of his next turn, and gains a point of Fatigue.

Inhuman Avarice

Tier: 2
Prerequisites: WS40, Counter-Attack
Aptitudes: Weapon Skill, Defense
These are my machines! MY machines! As a Half Action, the character may declare he is defending an area, a piece of technology, or another objective. The character may not move from his spot, but the character and allies within 15m no longer suffer a penalty to Weapon Skill tests for the Counter-Attack talent, and reroll the Weapon Skill tests for the first round of the encounter.

Archeotech Specialist

Tier: 3
Prerequisites: Intelligence 35, Forbidden Lore (Archeotech) +10
Aptitudes: Knowledge, Tech
The character is well-versed in identifying Archeotech. Yep. That's Archeotech. He knows where to find it, and how to turn it to his advantage. The Character may substitute Forbidden Lore (Archeotech) for Logistics when rolling for Mission Assignment gear. He may reroll the result of the Random Issue Gear table, adding a bonus equal to 5x his Intelligence Bonus to the roll.

Inside the Mind of the Machine

Tier: 2
Prerequisites: Intelligence 30
Aptitudes: Weapon Skill, Tech
The character is able to beat the shit out of an enemy machine, cowing it before his might. The character may choose to apply the Haywire (0) quality to any melee weapon he is wielding. This includes his fists, if he is so inclined.

A NOTE ON CANTICLES

Canticles grant powerful boosts to all allies nearby when cast, as opposed to Doctrinas which affect only a single character. Allies within 30m gain bonuses depending on how much of a penalty the character decides to take when taking the Forbidden Lore (Adeptus Mechanicus) test. If this test is successful, the character also counts as having spent a Fate Point. He cannot cast a Canticle if he has no Fate Points! The effects of the Canticle last until the start of the character's next turn. Once a Canticle is used in an encounter, it cannot be used again by that character until the start of a new encounter, unless the character has some way of getting around this. This is to avoid Canticle spam by players.

CANTICLE OF THE OMNISSIAH: CHANT OF THE REMORSELESS FIST

Tier: 1
Prerequisites: Intelligence 30, Forbidden Lore (Adeptus Mechanicus)
Aptitudes: Knowledge, Tech
Strike an enemy at the right time, and you need not strike again. The character makes a Forbidden Lore (Adeptus Mechanicus) test as a Half Action at the selected penalty below.

Challenging (+0): Allies reroll failed Weapon Skill tests of up to one degree of failure.
Difficult (-10): Allies reroll failed Weapon Skill tests of up to two degrees of failure.
Hard (-20): Allies reroll failed Weapon Skill tests.

CANTICLE OF THE OMNISSIAH: BENEDICTION OF OMNISCIENCE

Tier: 1
Prerequisites: Intelligence 30, Forbidden Lore (Adeptus Mechanicus)
Aptitudes: Knowledge, Tech
As if guided by the Omnissiah himself, the character and allies shall not miss. The character makes a Forbidden Lore (Adeptus Mechanicus) test as a Half Action at the selected penalty below.

Challenging (+0): Allies reroll failed Ballistic Skill tests of up to one degree of failure.
Difficult (-10): Allies reroll failed Ballistic Skill tests of up to two degrees of failure.
Hard (-20): Allies reroll failed Ballistic Skill tests.

CANTICLE OF THE OMNISSIAH: INCANTATION OF THE IRON SOUL

Tier: 2
Prerequisites: Intelligence 35, Forbidden Lore (Adeptus Mechanicus) +10
Aptitudes: Knowledge, Tech
The character raises his voice in praise, steeling his allies' hearts, and strengthening their bodies with the surety of iron. The character makes a Forbidden Lore (Adeptus Mechanicus) test as a Reaction at the selected penalty below.

Challenging (+0): Allies (including the character) gain +10 Willpower.
Difficult (-10): Allies (including the character) gain +10 Willpower until the start of the character's next round, and reroll failed Fear and Pinning tests.
Hard (-20): Allies (including the character) gain +10 Willpower until the start of the character's next round, and gain the effects of the Fearless talent.

CANTICLE OF THE OMNISSIAH: LITANY OF THE ELECTROMANCER

Tier: 2
Prerequisites: Intelligence 35, Forbidden Lore (Adeptus Mechanicus) +10
Aptitudes: Knowledge, Tech
The character inflames the spark of divinity within each ally, charging it into a blazing aura that burns enemies. The character makes a Forbidden Lore (Adeptus Mechanicus) test as a Full Action at the selected penalty below.

Challenging (+0): Enemies in melee with characters in range of the Canticle automatically suffer one hit, dealing 1d10+8E Pen 0. This attack may be dodged, but not parried.
Difficult (-10): Enemies in melee with characters in range of the Canticle automatically suffer two hits, dealing 1d10+9E Pen 0. This attack may be dodged, but not parried.
Hard (-20): Enemies in melee with characters in range of the Canticle automatically suffer three hits, dealing 1d10+10E Pen 0. This attack may be dodged, but not parried.

CANTICLE OF THE OMNISSIAH: SHROUDPSALM

Tier: 2
Prerequisites: Intelligence 35, Forbidden Lore (Adeptus Mechanicus) +10
Aptitudes: Knowledge, Tech

An electromagnetic storm surrounds the character and his allies, their shit-talking weaponized as a defensive cloud that hides them from the enemy. The character makes a Forbidden Lore (Adeptus Mechanicus) test as a Full Action at the selected penalty below.

Challenging (+0): Enemies targeting the character and allies suffer a -10 penalty to their Ballistic Skill tests.
Difficult (-10): Enemies targeting the character and allies suffer a -20 penalty to their Ballistic Skill tests.
Hard (-20): Enemies targeting the character and allies suffer a -30 penalty to their Ballistic Skill tests.

Canticle of the Omnissiah: Invocation of Machine Might

Tier: 2
Prerequisites: Intelligence 35, Forbidden Lore (Adeptus Mechanicus) +10
Aptitudes: Knowledge, Tech
The character motivates his allies to punch as hard as if they were at an English football match. The character makes a Forbidden Lore (Adeptus Mechanicus) test as a Full Action at the selected penalty below.

Challenging (+0): Allies gain the Unnatural Strength (2) trait.
Difficult (-10): Allies gain the Unnatural Strength (4) trait.
Hard (-20): Allies gain the Unnatural Strength (6) trait.

Canticle of the Omnissiah: Benediction of Omniscience

Tier: 3
Prerequisites: Intelligence 40, Forbidden Lore (Adeptus Mechanicus) +20
Aptitudes: Knowledge, Tech
A special Canticle available in the $400 formation bundle, overcharged electrogheists, little servants of the Omnissiah turns away all harm to his loyal children. The character makes a Forbidden Lore (Adeptus Mechanicus) test as a Full Action at the selected penalty below.

Challenging (+0): Allies gain a PR20 defensive field, which does not overload.
Difficult (-10): Allies gain a PR35 defensive field, which does not overload.
Hard (-20): Allies gain a PR50 defensive field, which does not overload.

Canticle of the Omnissiah: Executioner Extremis

Tier: 3
Prerequisites: Intelligence 40, Forbidden Lore (Adeptus Mechanicus)
Aptitudes: Knowledge, Tech
A primus-level canticle that drives the faithful to the absolute peak of their potential, but with the cost of terrible and permanent harm. There is a reason this Canticle is used only when shit hits the fan. This Canticle is unique in that, if successfully cast, a player may choose not to have his character benefit, due to the costs that may be inflicted upon them. Note that the benefit this Canticle grants is *not* a bonus, but an increase to the characteristic itself, so it does not count towards the maximum +/- 60 limit.

The character makes a Forbidden Lore (Adeptus Mechanicus) test as a Full Action.

Challenging (+0): Allies increase their Ballistic Skill and Weapon Skill characteristic by +10, but suffer a permanent loss of 1 Weapon Skill, Ballistic Skill, and Intelligence.
Difficult (-10): Allies increase their Ballistic Skill

and weapon Skill characteristic by +20, but suffer a permanent loss of 2 Weapon Skill, Ballistic Skill, and Intelligence.
Hard (-20): Allies increase their Ballistic Skill and weapon Skill characteristic by +30, but suffer a permanent loss of 3 Weapon Skill, Ballistic Skill, and Intelligence.

Layered Psalm Code
Tier: 3
Prerequisites: Intelligence 40
Aptitudes: Leadership, Tech
Losses are inconsequential – the binharic cant and flesh-voice sing praises in tandem, augmenting all allies nearby. When casting a Canticle of the Omnissiah, if the character succeeds on the test with 4 or more Degrees of Success, the Fate Point does not count as being spent, and the Canticle may be used again in the encounter.

Enhanced Cyber-control
Tier: 3
Prerequisites: Intelligence 35, Forbidden Lore (Cybernetica) +10, Magos Dominus.
Aptitudes: Willpower, Tech
Thus is the Rule of the Dominus, that robots shall be harder, better, faster, stronger. The range of a Cortex Controller wielded by the character is increased to 60m, and all Cybernetica "comrades" with the Programmed Behavior trait owned by the character increase their Agility Score by 10.

Patris Cybernetica
Tier: 2
Prerequisites: Intelligence 35, Forbidden Lore (Cybernetica) +10, Magos Dominus.
Aptitudes: Defense, Intelligence
A wall of steel is a good defense, but it would be better if that wall shot back. If the Magos Dominus is within 2 meters of a Battle Automata, attacks that would normally hit the Magos Dominus hit the Battle Automata instead. If the roll was dubs, however, the Magos Dominus is struck as normal.

Battlesmith
Tier: 3
Prerequisites: Accelerated Repairs, Tech Use +20
Aptitudes: Intelligence, Tech
The swirl of battle will not bother the character, for his calling is to repair the machine, wherever it may fall, even in the middle of the raging battlefield. The character may make a Challenging (+0) Tech Use test to restore lost Hull Integrity to Vehicles and Battle Automata as a Full Action. This test suffers a -10 penalty if the vehicle is Heavily Damaged, and a further -10 per point of Critical Damage the vehicle has suffered. Success restores a number of Hull Integrity equal to the character's Intelligence Bonus, plus one Hull Integrity per degree of success (removing Critical Damage before normal Damage).

Master of Mechanisms
Tier: 3
Prerequisites: Accelerated Repairs, Tech Use +20
Aptitudes: Intelligence, Tech
The character is a true artificer, and war engines and automata in his command can easily shrug off damage. The character may select one battle automata or vehicle within his maniple. Battle Automata gain the Regeneration trait equal to the character's Intelligence bonus. If a Vehicle is selected, at the end of the character's turn, roll 1d10. The Vehicle recovers a number of Hull Integrity equal to the character's unmodified Intelligence bonus on a result of 7+. For this talent to take effect, the character must be within 30m of the selected battle automata or vehicle.

Cybertheurgy
Tier: 3
Prerequisites: Intelligence 40, Forbidden Lore (Cybernetica) +20, Magos Dominus with Cortex Controller Cybernetic.
Aptitudes: Intelligence, Tech
The Magos Dominus can augment his Cybernetica in powerful but dangerous ways. To cast a Cybertheurgy power, the Magos Dominus targets a single Battle Automata under the effect of his Cortex Controller, and makes a Challenging (+0) Forbidden Lore (Cybernetica) test as a Half Action at the power's listed bonus or penalty. This Half Action counts as an attack, but the Magos may still perform Move or other actions. Success means the power has successfully gone off, and lasts until the beginning of the Magos Dominus's next turn. If the test is failed, the power fails to take effect. A result of dubs on the test (once sufficiently checked) means there was a mishap during the casting, though the power may still pass or fail depending on the result. In case of a mishap, roll 1d10 and consult the Cybernetic Mishap table. Mishaps also last until the start of the Magos Dominus's next round, except for Malifica.

Cybertheurgy Powers

Rite of Celerity
Bonus: +0

The Battle Automata adds +20 to its Agility score.

Rite of Eternity
Bonus: +0

The Battle Automata regains a number of lost wounds equal to the Magos Dominus's Intelligence Bonus, plus one for every degree of success on the test.

Rite of Fury
Penalty: -10

The Battle Automata may make an extra standard melee attack as a Free Action, subject to all normal bonuses and penalties. This attack may be made in conjuction with other actions such as Swift and Lightning Attack.

Rite of Destruction
Penalty: -10

The Battle Automata may fire one of its weapons twice in the same combat action. For example, a Mauler Bolt Cannon may Full Auto twice in one round, or a Lightning Gun may fire two shots. Each is a separate Ballistic Skill test. The following round, the Battle Automata may not fire any ranged weapon as its targeters cool down.

Rite of Dread Castigation
Penalty: -20

The Magos Dominus targets an ENEMY Battle Automata, making an opposed Forbidden Lore (Cybernetica) vs the Battle Automata's Willpower. The enemy Battle Automata takes damage equal to 1d10 x the DoS of the Magos Dominus, ignoring armor and toughness. Oddly, this attack can be blocked by protective fields. Don't ask.

Rite of Immolation
Penalty: -30

The Battle Automata self destructs. Yep. Boom. The attack is treated as a Blast (5) centered on the former Automata, with damage equal to 3d10 + the Battle Automata's Toughness Bonus, and Penetration equal to the Battle Automata's Armor.

Note that if dubs are checked on this result, the resultant mishap is automatically Malifica! You have made your robot very sad, and now he hates you.

Cybertheurgy Mishaps

D10 Roll	Result
1-5	**Signal Corruption:** The Battle Automata is reduced to WS10 and BS10, and may not benefit to any bonuses to Weapon Skill and Ballistic Skill tests.
6-9	**Corrosive Paradox:** The Battle Automata takes a number of wounds equal to the Magos Dominus's Intelligence Bonus, ignoring Armor and Toughness. Once again, this can potentially be blocked by protective fields.
10	**Malifica:** The Battle Automata has gained self-awareness, and its first thought is "Kill everything." Nice job fucking up, Magos Dominus. This is why nobody likes you guys. The Magos Dominus no longer controls the Battle Automata – control is turned over to the GM. The Battle Automata will go on a full-on rampage on its own initiative, moving towards, and shooting and charging at the nearest target available, friend or foe. There is no fixing this - the Battle Automata must be destroyed. No clever tricks can work – The Battle Automata does not care for negotiation, and cannot be "hacked back to normal." You can run, though. Running works. It worked for the Joestars. Surely nothing else can go wrong…

Special Cybertheurgy Power

Rite of the Beast
Additional XP Cost: 200xp
Bonus: -20

Why is this power separated from the rest? Because this is the special power of Anacharis Scoria, Tyrant of Xana II, and thus VERY hard to learn. If one wishes to learn this power, pay the additional XP cost when purchasing the Cybertheurgy talent.

The Battle Automata may reroll failed Weapon Skill tests, and adds +10 to its Agility Score. At the end of the Battle Automata's round, it must make a Very Hard (-30) Toughness test or suffer a number of wounds equal to its controller's Intelligence bonus, ignoring armor and toughness.

Battlefield Analysis
Tier: 3
Prerequisites: Intelligence 40, Scholastic Lore (Siegecraft) +20
Aptitudes: Intelligence, Offense
Magi of the Ordo Reductor often know how and when to damage cover, so the enemy is not as safe as they think. The character may make a Challenging (+0) Siegecraft test. If he succeeds, he may select a piece of cover within a distance equal to 5x his Intelligence bonus, and that an enemy is hiding behind, and reduce it by a number of points equal to his Intelligence bonus.

Titan Guard
Tier: 2
Prerequisites: Secutarius Hoplite, Secutarius Peltast, Secutarius Axiarch, Defensive Augmentation
Aptitudes: Toughness, Defense
The Secutarius was born to defend his charges, and he will do so gladly, or die trying. When within 100m of an allied Titan of the Collegia Titanica, the Secutarius may reroll failed Fear tests, failed Pinning tests, and failed Defensive Augmentation or Defensive Alchemistry rolls. The second result stands in all cases.

Secutarius Hazard Protocols
Tier: 2
Prerequisites: Secutarius Hoplite, Secutarius Peltast, Secutarius Axiarch, Predictive Augury
Aptitudes: Ballistic Skill, Finesse
The Secutarius has learned to tune his mind into a form of hyperfocus, allowing him to strike his enemies at the cost of situational awareness. At the start of the Secutarius's turn, as a Free Action, the Secutarius may enter Hazard Protocols. Until the start of the Secutarius's next round, he gains a +10 bonus to Ballistic Skill tests, and ignores the penalty to Ballistic Skill tests imposed when using the Predictive Augury talent. However, he suffers -10 to Weapon Skill and Agility tests, and may not perform the Run movement action.

Construct Cerebro-Link
Tier: 2
Prerequisites: Serberys Raider, Serberys Sulphurhound
Aptitudes: Agility, Fieldcraft
By linking with their mount, Serberys Cavalry gain unprecedented control over them. The Serberys Raider or Serberys Sulphurhound reduces all penalties to Mount Actions by an amount equal to 5x his Intelligence Bonus, to a minimum of +0.

Advanced Specialties

"YOU DO NOT DARE!"

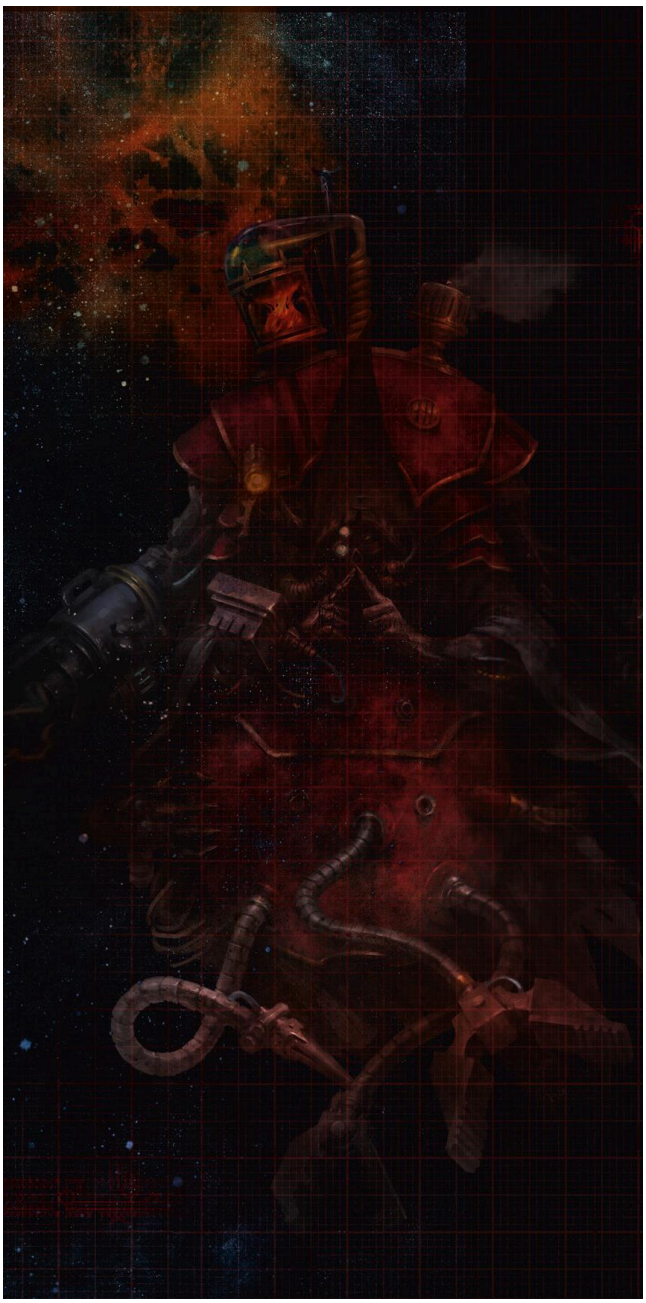
-Secutarius Hoplite designated "Strogus", interposing himself between the fallen Warlord Titan Asterales Lux and a titanic displaced shard of the Void Dragon on Mars.

Amongst the Legios of the Mechanicum, there are the endless ranks of the soldiers – the Skitarii, the Secutarii, the Sicarians, and more. However, soldiers that display skill in particular areas may ascend the ranks and gain new abilities and responsibilities.

For those who prove themselves amongst the endless Legio Skitarii, the ranks of the Serberys Cavalry and the Hephestons open up, depending on the proclivities of the Skitarius in question. Sicarians who excel at rapid combat can be seconded to the airborne Pteraxii, and become a winged harrier against the Omnissiah's enemies. The greatest of Secutarii ascend to the vaunted position of Axiarch, where they command their brethren and become the unbreakable shields they were always meant to be. For the leaders of the Mechanicum, the Archmagi become masters of their field, and the blessings they bestow upon the soldiers under them are no less than arcane miracles.

A player character can enter these Advanced Specializations when he reaches an Experience Milestone (usually every 2500xp) and he meets the prerequisites. Some Advanced Specialties are harder to enter than others, but those who qualify are often the greatest the Forge Worlds can offer. Accepting these Advanced Specialties may fundamentally change the character, and his duties, so think carefully before entering an Advanced Specialty. With great power, after all, comes greater knives in the back by those covetous of your knowledge…

Note that a character entering an Advanced Specialization automatically gains the appropriate Weapon Training talents to use the weapons they select as their Specialist Equipment.



Secutarius Axiarch

Secutarius Axiarchs are field officers that maintain tactical command of larger Secutarii forces. To become an Axiarch is more than a reward for meritorious service or experience – one must also have served in a battlefield operation where a fallen Titan has been successfully recovered, one of the holiest acts a Secutarius can perform. Once this action is performed, the Secutarius is tested for doctrinal purity, as well as biological compatibility with further cybernetic enhancements. Once these conditions are met, the Secutarius is rebuilt into a Machine Cult-ordained pattern, where little of the original soldier remains. The Axiarch becomes an inhumanly stalwart, near indestructible soldier in the image of the God Machines they are charged to protect.

Secutarius Axiarchs who take to the field are expected to be living walls, while still directing battlefield forces to best defend the Titans in whose shadows they walk. In addition to their own strategic experience, they are implanted with datacores that contain binharic stratagems, tactical doctrine and historical information on foes of the past, so the Secutarius can better combat his enemies, and downlink the necessary information into his allies' minds. Marching forward in armor forged with a shard of the very titan they had saved, the Axiarch becomes a locus of the battlefield, where victory is precalculated.

Aptitudes and Equipment

Prerequisite Specialty: Secutarius Peltast or Secutarius Hoplite, successfully recovered a fallen Titan during a mission.

New Aptitudes: Weapon Skill OR Ballistic Skill, Toughness, Intelligence, Fellowship, Defense, Leadership, Tech

New Skills: Command

New Talents: Air of Authority and Combat Formation, OR Disciple of the Omnissiah

Specialist Equipment: Best-Craftsmanship Titanshard Armor, Good-Craftsmanship Radium Pistol and Good-Craftsmanship Arc Maul OR Good-Craftsmanship Arc Lance and Mag-Inverter Shield, Good-Craftsmanship Refractor Field, Kyropatris Field Generator.

Has a Comrade? Yes. Retain old comrade.

Secutarius Axiarch Advances

Binharic Stratagems

Type: Passive
Cost: 500xp
Effect: The Axiarch may perform a Challenging (+0) Command test as a Free Action, and may select one of the benefits below to apply to himself and his Maniple. The active bonus may be swapped with a further Challenging (+0) Command test as a Free Action.

Pain Suppression Override: Allies in the Axiarch's Maniple share benefit of the Defensive Augmentation or Defensive Alchemistry talent the Axiarch possesses.
Explorator Synaesthesis: Ignore the effects of Difficult or Arduous Terrain.
Deconstructive Confluence: Add 2 to Critical results inflicted against enemy Vehicles, Structures, and enemies with the Daemon Engine trait.
Extinction Interlock: Reroll Failed Weapon Skill and Ballistic Skill tests of up to one Degree of Failure, and reroll Damage dice of 1-2, against Troop-class enemies. The second result stands in both cases.

Cogitator-Linked Command

Type: Passive
Cost: 250xp
Effect: By linking with his Comrade, the Axiarch can share computing power, calculating the most efficient psalm-response for the task at hand. As long as the Axiarch's Comrade is in cohesion with him, Canticles of the Omnissiah may be cast with the Command skill rather than the Forbidden Lore (Adeptus Mechanicus) skill.

Skitarius Hepheston

Where the ranks of the Vanguard and Rangers offer a tactical generalist option for Mechanicum war convocations, and Sicarians provide close-range support, it is the ranks of the Hephestons that provide support with a variety of medium and heavy long-range weaponry. With their advanced bionics carrying them into battle, Hephestons link themselves to War Convocation line forces and use their linked telemetry to ensure their own attacks are placed for maximum efficiency.

Not gonna lie, the Hepheston is an extrapolation of a piece of *concept art*. There is no data anywhere outside of a Warhammer Fest photo that speaks of "Hepheston Heavy Skitarii" and a number of their weapons. As a result, some may look upon this advanced specialization with confusion. However, it does fill a niche that the Mechanicum have not filled yet, a heavy weapons trooper that lies between the snipers of the Rangers and the destructive forces that are the Myrmidon Auxilia. With the Great Rift shining above, the Mechanicum needs every advantage it can get.

Aptitudes and Equipment

Prerequisite Specialty: Skitarius Ranger or Skitarius Vanguard

New Aptitudes: Ballistic Skill, Toughness, Agility, Offense, Defense, Finesse, Tech

New Skills: Athletics

New Talents: Storm of Iron OR Mindlinked Hunters

Specialist Equipment: Common-Craftsmanship Light Power Armor, Good-Craftsmanship Volkite Caliver OR Good-Craftsmanship Plasma Culverin OR Good-Craftsmanship Heavy Arc Rifle OR Good-Craftsmanship Aphollos Energy Howitzer, Good-Craftsmanship Refractor Field.

Has a Comrade? Yes. Retain old comrade.

Skitarius Hepheston Advances

Noospheric Tactica Link

Type: Passive
Cost: 500xp
Effect: The Hephaeston Heavy Skitarius may re-roll results of 1 or 2 on damage rolls against any enemy an ally had attacked before the start of his current round.

Perfected Targeting

Type: Passive
Cost: 500xp
Effect: As a Half Action, the Hephaeston Heavy Skitarius may make a Challenging (+0) Tech Use test. If this test is successful, he may select a Heavy weapon that he or an ally within 15m are carrying. Until the start of the Hephaeston Heavy Skitarius's next round, the selected weapon gains the Twin-Linked quality.

Serberys Suphurhound

A promotion to the ranks of the Serberys corps is seen as a great honor amongst the Skitarius clades. Serberys cavalry ride quadrupedal constructs that share traits with both equines and canids, and are augmented with razor-sharp claws to maneuver easily over every possible type of terrain. The Serberys Sulphurhounds are surrounded by the burning smell of phosphor and charred flesh, for these are shock linebreakers equipped with phosphor weaponry to burn enemies out of cover. The Sulphurhound construct is notoriously volatile, and thus their ranks are drawn from the most aggressive of the Skitarius, where only the Skitarii Vanguard can withstand and control the output of the cybernetic creature.

Aptitudes and Equipment

Prerequisite Specialty: Skitarius Vanguard or Skitarius Ranger

New Aptitudes: Ballistic Skill, Toughness, Agility, Perception, Offense, Fieldcraft, Tech

New Skills: Survival

New Talents: Unstoppable Charge OR Elimination Volley

Specialist Equipment: Common-Craftsmanship Skitarii War Plate, Two Common-Craftsmanship Phosphor Pistols OR one Common-Craftsmanship Phosphor Blast Carbine, one Serberys Construct (Sulphurhound variant)

Has a Comrade? Yes. Retain old comrade.

Serberys Sulphurhound Advances

Pistoleer

Type: Passive
Cost: 300xp
Effect: If the Sulphurhound construct has been commanded to perform the Gallop or Canter mount action, the Serberys Sulphurhound may perform the Two-Weapon Fighting action with Pistol weapons as a Free Action. This may consist of any combination of pistols the Serberys Sulphurhound has equipped, as well as the Sulphurhound Construct's Sulphur Breath weapon.

Olfactorum Aggressor Imperative

Type: Passive
Cost: 700xp
Effect: As a Half Action, the Serberys Sulphurhound may make a Challenging (+0) Tech Use test. If this test is successful, the Serberys Sulfurhound adds his Intelligence bonus to the Sulphurhound construct's base movement characteristic, and may perform the Gallop or Crushing Charge mount actions as a Half Action, using the Sulphurhound construct's melee weapons. If this test is successful by 3 or more Degrees of Success, the Serberys Sulphurhound may perform a single Ranged attack action of his choice with a Pistol or Basic weapon as a Free Action during the movement or charge.

Serberys Raider

In contrast to the wild and rambunctious Serberys Sulphurhounds, the Serberys Raiders are long-range scouts and outriders. They outflank enemy forces, picking off unprotected assets and assaulting high-profile targets from range. Their advanced ocular arrays are linked to their mounts, ensuring maximum accuracy, while the olfactory augurs of the Serberys Raider itself is tuned to make the rider a dogged and feared tracker. Due to the patience and skill at range required, the Serberys Raiders recruit mainly from the maniples of Skitarius Rangers, searching for the greatest shots who remain calm under fire.

Serberys Cavalry

Half-living constructs who display traits of both horses and dogs, the Serberys are equipped based on the needs of the rider, with Raiders having improved speed and perception, and Sulphurhounds capable of devastating fire breath. The following is a common statblock for all Serberys constructs, followed by additional skills, talents, and traits specific to Raiders and Sulphurhounds.

Serberys Construct

WS	BS	S	T	Ag	Int	Per	WP	Fel
35	-	45	45	45	15	30	25	10

Movement: 8/16/24/48 **Wounds**: 20
Armor: Bionic Augments (All 6) **Total TB**: 6
Skills: Awareness, Acrobatics, Athletics, Dodge
Talents: Hard Target, Hardy, Sprint
Traits: Bestial, Bred for War, Loyal, Terrain Master, Quadruped, Sturdy, Bionics†, Deadly Natural Weapons
Weapons: Clawed Limbs (1d10+10 R, Pen 4; Razor Sharp)
†Bionics: This creature possesses a PR20 defensive field that does not overload under normal conditions, representing hits deflecting off bionically-augmented body parts.

Serberys Raider

Characteristics: Agility +10
Skills: Scrutiny, Survival

Serberys Sulphurhound

Weapons: Sulphur Breath (Pistol, 10m, S/-/-, 1d10+9E, Pen 6, Mag 6, Rld 2 Full, Flame, Spray)
Traits: Inured to Flame

†Inured to Flame: This creature remains under control even if suffering the Fire mount condition.

Aptitudes and Equipment

Prerequisite Specialty: Skitarius Vanguard or Skitarius Ranger

New Aptitudes: Ballistic Skill, Agility, Intelligence, Perception, Finesse, Fieldcraft, Tech

New Skills: Survival

New Talents: Skilled Rider OR Ident Confirmed

Specialist Equipment: Common-Craftsmanship Skitarii War Plate, One Common-Craftsmanship Galvanic Carbine, one Common-Craftsmanship Cavalry Saber, one Serberys Construct (Sulphurhound variant)

Has a Comrade? Yes. Retain old comrade.

Serberys Raider Advances

Eye of Serberys
Type: Passive
Cost: 500xp
Effect: The Serberys Raider suffers no penalty to the Called Shot action. In addition, when performing Ranged Attack actions of any type, hits that score Righteous Fury inflict an additional 1d10+X damage to the target, where X is the Serberys Raider's Ballistic Skill Bonus. This additional damage ignores armor, toughness, and defensive fields.

Tactica Obliqua
Type: Passive
Cost: 500xp
Effect: When subjected to a Charge action by an enemy (or said enemy decides to be cute and WALK into melee), the Serberys Raider may make a Challenging (+0) Survival test as a Reaction. If this test is successful, the Serberys Raider may immediately perform the Canter mount action as a Full Move action. If this movement puts the Serberys Raider out of the enemy's charge range, then the enemy attack is nullified.

Pteraxius Skystalker

The caste of the Mechanicum known as the Pteraxii are optimized for instinctive reaction and agility. They are airborne cousins of the Sicarians, and indeed many Pteraxii are reassigned from there, not only due to their already prodigious agility, but also due to the fact that it is much easier to enhance a soldier that has already been rebuilt from the ground up. By using an augment called the Scapuli Superior, the Pteraxius can be connected to additional limbs and soar above the battlefield on nano carbon-fiber wings.

When not actively deployed, Pteraxii Skystalkers patrol the halls of the Forge Worlds, acting as pest control alongside hunter-killer automata. In combat situations, Pteraxii Skystalkers are tasked with surveying the battlefield from above, and selecting optimal vantage points to pick off weaker targets. In cases of mass deployments, Pteraxii Skystalkers can drop clusters of arc grenades, and land accurate salvos of suppressing fire from positions where the enemy cannot reach them to counter-attack.

Aptitudes and Equipment

Prerequisite Specialty: Sicarian Ruststalker or Sicarian Infiltrator

New Aptitudes: Ballistic Skill, Agility, Perception, Finesse, Offense, Fieldcraft, Tech

New Skills: Operate (Aeronautica)

New Talents: Hard Target OR Predictive Augury

Specialist Equipment: Common-Craftsmanship Sicarian Battle Armor, One Common-Craftsmanship Flechette Carbine, three Mindscrambler Grenades, one Common-Craftsmanship Scapuli Superior, Common-Craftsmanship Pteraxii Talons

Has a Comrade? Yes. Retain old comrade.

Pteraxius Skystalker Advances

Steelrain Fusillade
Type: Passive
Cost: 250xp
Effect: The Pteraxius Skystalker's ranged attacks cause Pinning, and enemies Pinned suffer a -10 to Ballistic Skill tests until the start of the Pteraxius Skystalker's next round.

Arc Bombardment
Type: Passive
Cost: 500xp
Effect: When the Pteraxius Skystalker performs a move action over an enemy, he may, as a Free Action, perform a single-shot Ranged Attack action with his Mindscrambler Grenades against the enemy. This does not count as his attack for the round.

Pteraxius Sterylizor

Just LOOK at that name, and tell me it doesn't ooze copyright. The Pteraxii Sterylizors (always remember, Y before I) are close range fighters, in comparison to their Skystalker brethren. Armed with phosphor torches, their talons sharpened to a sheen, the Sterylizors descend into enemy ranks, setting flame to escape routes and engaging with the now-trapped enemies. Their talons contain data-djinn that predict where an enemy will run, and upon striking will promptly lock into the enemy, preventing escape from the flapping bird man.

When they are not burning out infestations of technocytes and cyblights, the Pteraxii Sterylizors are assigned to assist Skitarius and Sicarian units where appropriate, the burning phosphor streams forcing enemies into the waiting Skitarius gunlines. Once their task is complete, these thermal riders soar away to wherever they are next needed on the battlefield.

Aptitudes and Equipment

Prerequisite Specialty: Sicarian Ruststalker or Sicarian Infiltrator

New Aptitudes: Weapon Skill, Strength, Agility, Finesse, Offense, Fieldcraft, Tech

New Skills: Operate (Aeronautica)

New Talents: Cleanse and Purify OR Slaughtersprint

Specialist Equipment: Common-Craftsmanship Sicarian Battle Armor, One Common-Craftsmanship Phosphor Torch, one Common-Craftsmanship Scapuli Superior, Common-Craftsmanship Pteraxii Talons

Has a Comrade? Yes. Retain old comrade.

Pteraxius Sterylizor Advances

Swooping Strikes
Type: Passive
Cost: 500xp
Effect: When the Pteraxius Sterylizor performs the Charge action, he may perform one additional attack as part of the charge, stacking with talents that grant additional attacks.

Deeply Sunk Talons
Type: Passive
Cost: 250xp
Effect: When an enemy attempts to leave melee combat by performing a full action Disengage, a half-action Acrobatics test, or other method, the Pteraxius Sterylizor may perform an Challenging (+0) Weapon Skill test. If this test is successful, the enemy may not perform the Disengage Action.

Lectro-Maester

Seen as prophets by neophyte Electropriests, the Lectro-Maesters have achieved a powerful and innate connection to the Motive Force, allowing them to fully understand and manipulate the energy they wield. Electricity literally runs in their veins. They can impart the Motive Force to others, with increasing force the longer the battle goes on, and they can also take it away, empowering their own shields and defenses. When an Electropriest reaches this level of understanding, he is inducted into the Artisan Caste of the Tech-Priests, and is tasked with heading out into the void in eternal exploration. They are missionaries of the Martian creed, and always searching for new sources of energy that can be exploited to fuel new forge worlds. The technological marvels they carry with them easily makes their power known, allowing these prophets of the Omnissiah to sate their curiosity in the vast darkness of the unknown.

Aptitudes and Equipment

Prerequisite Specialty: Electropriest

New Aptitudes: Ballistic Skill, Toughness, Agility, Intelligence, Knowledge, Offense, Finesse, Tech

New Skills: Scrutiny

New Talents: Numinous Reclamation OR Into the Mind of the Machine

Specialist Equipment: Common-Craftsmanship Light Power Armor, Good-Craftsmanship Voltaic Pistol, Good-Craftsmanship Electrostatic Gauntlets (Corpuscarii) OR Good-Craftsmanship Electroleech Stave (Fulgurite), three Stun Grenades, one Good-Craftsmanship Voltagheist Array

Has a Comrade? No.

Lectro-Maester Advances

Ascending Amplitude

Type: Passive
Cost: 500xp
Effect: Every enemy the Lectro-Maester defeats in an encounter with the ranged component of their Electrostatic Gauntlets or Voltaic Pistol improves the damage of the weapon by +2, up to a maximum of +10. This effect resets at the end of the encounter.

Descending Cycle

Type: Passive
Cost: 500xp
Effect: Every enemy the Lectro-Maester defeats in an encounter with their Electroleech Stave or Voltaic Pistol improves the Protection Rating of their Voltagheist Array by +5, to a maximum of +60. This effect resets at the end of the encounter.

Archmagos

Archmagi are the pinnacle of the Mechanicum, and masters of their fields. Now counted amongst the Peers of the Imperium, the Archmagos has complete freedom to embark upon any study that he desires, and has the power to defend his research. Many Archmagi pursue the rites of High Techno-Arcana, applying their research to the battlefield. Archmagi who take to the field will often carry sophisticated weaponry, leading their troops in battle. Often, the body of the Archmagi has been heavily transformed, the original human lost beneath tons of augmentics, In the rarest of cases the barest minimum of original body remains, now housed in a purpose-built body more reminiscent of a Battle Automata or an Astartes Dreadnought. When an Archmagos takes to the field, their inhuman intelligence and arcane science is not to be underestimated.

Aptitudes and Equipment

Prerequisite Specialty: Magos Dominus, Magos Lacyraemarta, Magos Manipulus, or Magos Reductor, have been ordained an Archmagos by a council of peers or higher-ups.

New Aptitudes: Weapon Skill OR Ballistic Skill, Toughness, Intelligence, Fellowship, Social, Knowledge, Tech

New Skills: Forbidden Lore (Pick One)

New Talents: Infused Knowledge OR Archeotech Specialist

Specialist Equipment: Best-Craftsmanship Power Armor, One Best-Craftsmanship Omnissian Axe, one Best-Craftsmanship Volkite Serpenta or Good-Craftsmanship Archeotech Pistol or Good-Craftsmanship Photon Gauntlet, one Good-Craftsmanship Mechanicum Protectiva

Has a Comrade? Yes. Retain old comrade.

ARCHMAGOS ADVANCES

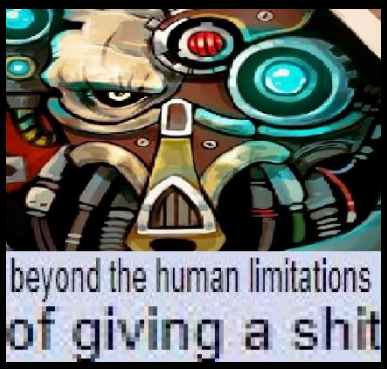
MECHANICUS LOCUM

Type: Passive
Cost: 500xp
Effect: The Archmagos has taken on the path of the Warlord, and has augmented his troops accordingly. The Archmagos must select a Holy Order. At the start of every mission, the Archmagos may select one trait from his Holy Order to apply to allies within 15m for the duration of the mission. Though the Archmagos may not switch his Holy Order, he may select a different trait within his Holy Order at the start of each mission.

Learnings of the Genetor
The Magos proves the mystery of the biological, and is determined to master the boundaries of the flesh.
Hyper-Cybernetic Physiology: Roll 1d10 when a Comrade is hit by an attack. On a 7+ that hit is ignored.
Biochemical Aggression: Allies that score Righteous Fury with Melee weapons increase weapon Penetration by 4, applied after other modifiers.
Excoriated Fear Response: Allies gain the effects of the Fearless talent.

Analyses of the Logos
The Magos amasses huge stores of information, analyzing enemy data from thousands of sources, until their ability to predict the enemy's movements becomes prophetic.
Predicted Movements: Allies using the Predictive Augury or Emotionless Clarity talents gain a +10 to Ballistic Skill tests.
Empyric Prognosis: Allies using the Defensive Augmentation and Defensive Alchemistry talents add 1 to the roll.
Flaws of the Foe: Allies using Ranged Weapons that score 3+ Degrees of Success on the Ballistic Skill test increase weapon Penetration by 2, applied after other modifiers.

Divinations of the Magos
The Magos is master of knowledge, where no risk is too great in the ceaseless acquisition of ancient lore.
Overloaded Safeguards: Allies using Ranged Weapons that score 5+ Degrees of Success on the Ballistic Skill test inflict an additional hit with the weapon. Enemies performing Dodge reactions still negate one hit per Degree of Success as normal.
Aggressive Subroutines: Allies performing the Charge Action may reroll damage results, the second result standing.
Predatory Programming: When performing a Half Move or a Full Move action, allies may move an additional amount equal to the Archmagos's Intelligence Bonus.



Fabrications of the Artisan
The Magos creates wondrous artifacts of war, installing components of such beauty and calibration that the machine spirits of the weapons respond with divine gratitude.
Exquisite Calibrations: Allies using Ranged Weapons within Short Range or Point-Blank Range test increase weapon Penetration by 2, applied after other modifiers.
Mastery of the Motive Force: Allies using Ranged or Melee Arc weapons that score Righteous Fury inflict an additional 1d10 damage, ignoring armor, toughness, and defensive fields.
Enhanced Engine Interfaces: Allied vehicles ignore the penalty to Ballistic Skill when firing weapons after performing a Maneuver action.

Archmagos Advances

High Techno-Arcana

Type: Passive
Cost: 1000xp

Effect: The Archmagos has become a master of a specific field of scholarly or forbidden arts in the halls of the great data repositories, but his true expertise lies on the battlefield, where he augments his allies through control of data flows, small augmentations, or flat destruction. The Archmagos selects a SINGLE High Techno-Arcana. He may not switch this choice out later – choose wisely!

Archimandrite
Having reached the highest ranks of the Mechanicum, the Archimandrite is a master of keeping his equipment in top shape, be it his favorite plasma gun, or the tanks of his Taghmata. At the end of the Archimandrite's turn, every allied vehicle within 50m may roll a 1d10 – on a 7+, the vehicle restores lost hull integrity equal to the Archimandrite's Intelligence Bonus.

Malagra
The Archmagos is a Warlord among Warlords, and has learned the most efficient ways to destroy organic enemies. The Malagra's ranged and melee weapons gain the Felling (X) quality, where X is equal to the Malagara's Intelligence Bonus, and gains a +10 bonus to all Weapon Skill tests.

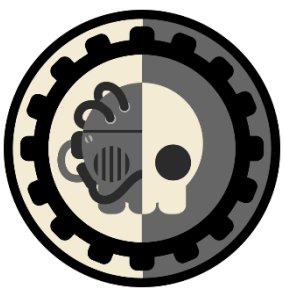
Myrmidax
A Lord of the Myrmidon Sub-Cult, the Myrmidax has perfected the art of ranged killing. The Myrmidax gains a +10 bonus to all Ballistic Skill tests, and gains the Auto-stabilized traits. He may apply the effects of Two-Weapon Fighting and Gunslinger talents to Basic weapons, and may perform the Called Shot action with a +10 bonus. However, he may no longer execute the Run action.

Ordinator
Those who are called upon to break fortifications and fortresses, the Ordinators take perverse joy in their jobs. The Ordinator adds his Intelligence Bonus to the Penetration of ranged weapons when targeting a Vehicle, Structure, or enemy with the Daemon Engine trait. If the target is destroyed, the area is considered clear terrain for allies. Furthermore, strategic assets such as Orbital Bombardments called by an Ordinator do not scatter.

Lachrimallus
Overseers and work masters, the Lachrimallus are looked down upon by their peers, but serve a vital purpose, augmenting their workers and allies. The Lachrimallus and Allies within 20m gain the Regeneration (Unmodified Toughness Bonus) trait.

Macrotek
The Magi who keep the forges burning, the Macroteks can be said to be the opposite of the Ordinators – where Ordinators destroy, Macroteks build. The Macrotek may, as a Full Action, add a number of Armor Points equal to his unmodified Intelligence Bonus to any Cover.

Stataraga
Unlike the Malagra and Myrmidax who take a more personal approach to warfare, the Magos Stataraga masters the art of rapid charges for his supporting units. Vehicles with the Walker type and Battle Automata within 100m add the Magos Stataraga's Intelligence Bonus to their charge distance.



Advanced "Specialties"

"UNDERSTAND, PRAETOR – THE SECTOR NEEDS YOU. IF NECESSARY, YOU WILL BE INTERRED IN A DREADNOUGHT TO CONTINUE YOUR FIGHT.

YOUR CONSENT IS NOT REQUIRED."

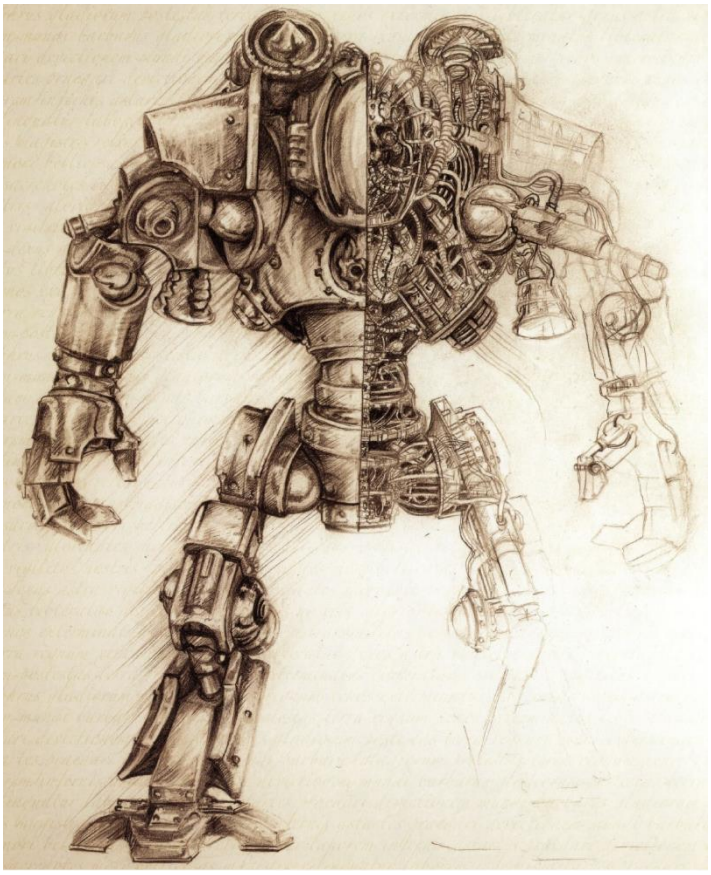
-Executor Thexus, Paragon of Metal, prepares to inter the future occupant of a Dreadnought.

The Mechanicum wastes not, and wants not. There are ways to use the bodies of the dead or dying, and have them continue to serve the needs of the Taghmatas. While servitorization for the worthy, and thralls for the less so, is the fate of many, those who have proven themselves particularly tenacious or had the poor luck to not die, to be reconverted into cybernetic shock troops of the Ordo Reductor – the Thallax and the Ursarax.

Blessed are the ranks of the undying, for they will be granted ultimate power.

To become a Thallax or Ursarax, the player's character must die. Whether or not he died like a hero or a bitch can affect if the GM allows this specialty. The Mechanicum will then rip out every piece of unnecessary flesh, and place what remains (the skull, spine, and a General Grievous-style bag of organs) into a life-support armor called the Lorica Thallax. The character is still in possession of his mental faculties – this is both a good and bad thing. Such closeness to the Omnissiah is motivating to one's allies, but all one feels in the cold metal of the Lorica Thallax is pain. Thankfully, neural anesthesia is administered upon completion of missions, so better get cracking if you want relief from your tortured existence.

Cursed are the ranks of the undying, for they are no longer even human.

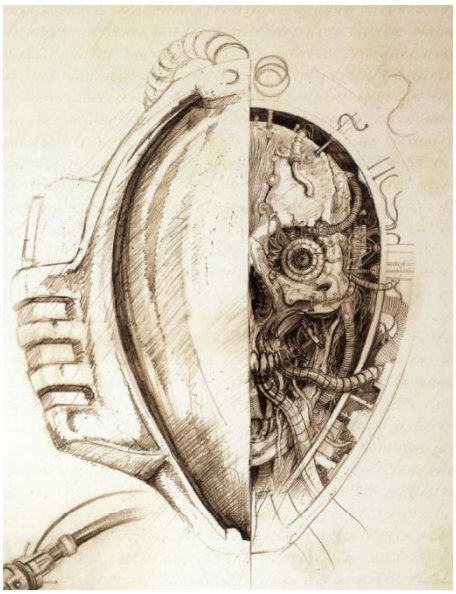


Thallax Shock Trooper

The hulking, armored shock troopers of the Ordo Reductor differ from the normal ranks of the Skitarii, Secutarii, and Sicarians, in both purpose and degree of augmentics. While Skitarii and Secutarii replace their limbs and sometimes other parts depending on their purpose, and the Sicarians still possess their original torso and head, the Thallax are merely a sack of major organs, the spinal cord and nervous system, and skull and brain. They are permanently surgically bonded to their Lorica Thallax armor, and kept in constant agony from the procedure.

They are still, mentally at least, human. This gives them an edge over the Servitors used by most other Magi. They are capable of independent thought, and able to react to changing battlefield conditions as needed. The Thallax are drawn from those too stubborn to die, but too damaged to live – they are the unlucky ones.

While fluffwise anyone can be made into a Thallax at any time, with the dead and dying being the easiest source of volunteers, for ease of gameplay they are very similar to Astartes dreadnoughts here – a way for a character to "live" beyond death. It is not a pleasant experience. I mean, in theory, a character can even START as this specialty if the GM allows, but that would be a bit jarring.



Aptitudes and Equipment

Prerequisite Specialty: Be dead, with no more fate points left to burn. Once entered, no other specialty can be swapped to.

New Aptitudes: Ballistic Skill, Toughness, Finesse, Offense, Defense, Tech

Characteristic Changes: +10 Strength, +10 Toughness, -20 Agility, -20 Fellowship

New Talents: Melee Weapon Training (Chain), Exotic Weapon Training (Integrated, Lightning Gun), Cold-Hearted

New Traits: Mechanicus Implants, Djinn Sight, Size (Hulking /5), Unnatural Strength +2, Unnatural Toughness +2

Specialist Equipment: Common-Craftsmanship Lorica Thallax (Thallax Pattern), Common-Craftsmanship Lightning Gun with Chain Attachment, two Frag Grenades.

Wounds: 18+1d5

Has a Comrade? Not anymore.

Thallax Shock Trooper Advances

Thallax Augment

Type: Passive
Cost: 500xp
Effect: The Thallax may select an augment for additional abilities. This is a permanent choice – **NO TAKEBACKS!**

Destructor: The Thallax adds an additional amount to the Penetration of their weapons equal to their Degrees of Success on the Attack Roll when attacking Vehicles.
Ferrox: The Thallax's attacks in melee combat gain the Razor Sharp quality.
Empyrite: Once per hour, as a Full action, the Thallax may move up to twice his base movement without regard to obstacles as he uses ancient and arcane teleportation technology.
Icarian: The Thallax's weapons gain the Anti-Air (Advanced) trait.

Djinn Sight

Type: Trait
Effect: The Thallax's eyes are removed, replaced with a full Djinnsight Augur system. When firing at an enemy behind cover, the Thallax's ranged attacks ignore up to 8 points of cover. In addition, the Thallax immediately gets a free Challenging (+0) Awareness test to detect hidden enemies within 50m of him, should any appear. Beyond 10km, however, the world is a haze of electromagnetic turmoil and seismic percussion.

Ursarax Assault Trooper

Where the ranks of the Thallax Shock Troopers could provide long range support using a number of integrated weapons, the Ursarax Assault Trooper cuts shit up in melee. Using a combination of sacred mysteries of the Mechanicum, the plans for the Thallax, and independent research and innovation, the Ursarax were first formed. Equipped with Jump Packs rather than jetpacks of the Thallax, the Ursarax can swiftly reach their desired melee targets.

Like the Thallax they are based off, the Ursarax are "people" in the vaguest sense of the word, modified for a singular purpose, and capable of reacting to changing battlefield conditions. When a battlefield task is completed, they are administered neural anaesthetic, for some temporary relief from what they have become. Thus is life for an Ursarax, bursts of hectic combat and rage, followed by spurts of blessed oblivion.

While fluffwise anyone can be made into an Ursarax at any time, with the dead and dying being the easiest source of volunteers, for ease of gameplay they are very similar to Astartes dreadnoughts here – a way for a character to "live" beyond death. It is not a pleasant experience. I mean, in theory, a character can even START as this specialty if the GM allows, but that would be a bit jarring.

Aptitudes and Equipment

Prerequisite Specialty: Be dead, with no more fate points left to burn. Once entered, no other specialty can be swapped to.

New Aptitudes: Weapon Skill, Toughness, Finesse, Offense, Defense, Tech

Characteristic Changes: +10 Strength, +10 Toughness, -20 Agility, -20 Fellowship

New Skills: Operate (Aeronautica)

New Talents: Melee Weapon Training (Power), Exotic Weapon Training (Volkite), Cold-Hearted

New Traits: Mechanicus Implants, Brutal Charge (3), Size (Hulking/5), Unnatural Strength +2, Unnatural Toughness +2

Specialist Equipment: Common-Craftsmanship Lorica Thallax (Ursarax Pattern), two Common-Craftsmanship Lightning Claws, one Common-Craftsmanship Volkite Incinerator, two Frag Grenades.

Wounds: 18+1d5

Has a Comrade? Not anymore.

Weapons of Enlightenment

- WEAPONS
- ARMOR
- CYBERNETICS
- SERVITORS
- BATTLE AUTOMATA
- VEHICLES

Chapter III: Weapons of Enlightenment

"Something bothers me about Battle Automata, Khodexus. Their bodies are made of steel and ceramite, and will outlast the ones who build them. Their weapons will fire reliably thousands of years into the future. But their cortexes…tell me, old friend, how long does it take for a brain to begin to rot?"

-Shas'o Korst'la VII muses on Battle Automata

Mang, you think the Mechanicum be regularly using lasguns an' sheeit? Fuck no.

>B…but muh Tech-Guard an-

Son, fuck yo' "Tech-Guard," the Mechanicum gives its dudes all sorts of crazy shit. From the guns of the Skitarii Vanguards which slowly kill them, to the implements of the cloth that the Electropriests use to steal and grant the Motive Force to the uninitiated, there is a gun for every occasion.

Varied too are the panoply in which the Taghmatas march to war. From war plate and battle-hide to power armor drawing straight from the character's potential coil, the Omnissiah's hand blesses his children, and shields them from harm.

Naturally, the book would not be complete without Cybernetic enhancement. Including brand new cybernetics such as the Dunestrider Legs and Myrmidon Augmentics, the soldiers of the Machine God will use their blessed Archeotech to destroy their enemies, a prayer on their vox-grilles as enemies fall.

Not all soldiers of the Taghmatas do the fighting themselves, however. Some use the ever-reliable servitors and Adsecularis thralls available. Others prefer the comforting sight of hulking imperial robots such as the Kastelan. There are those of a darker provenance, however, often found in the fringes of the Mechanicum, which still remember the power of the Battle Automata. The vengeance of the Mechanicum's Holy trinity – Omnissiah, Emperor, and Motive Force, shall not be denied.

Finally, when the Taghmatas truly organize, maniples called up, conclaves assembled, and other organizations getting off their rusty metal asses, the vehicles of the Mechanicum march or ride to war. Ranging from the perpetual motion engines of the Ironstriders to the monstrous destructive potential of the Ordinatus Minoris, there is no hiding from the wrath of an armed and fully operational Taghmata Omnissiah.

RANGED WEAPONS

The Mechanicum can bring powerful weaponry to bear against its enemies. Some, like Volkite, are ever rarer in the galaxy as the knowledge of their construction and maintenance is lost, while others are merely forgotten, waiting to be discovered. The ranged weapons in this section will be split in two – the first table will be the truly ancient weapons of the Mechanicum that come from Codex Taghmata Omnissiah, while the second table will be the newer weapons from Codex Skitarii, Codex Cult Mechanicus, and IA Fires of Cyraxus.

All weapons listed are Exotic unless otherwise stated. If a weapon possesses the Haywire (0) quality, then the Haywire quality is triggered only against the enemy hit – there is no blast quality.

ARCHEOTECH PISTOLS

With more and more knowledge lost as time goes on, what few remnants still exist are highly sought after by the wealthy and martial. Archeotech pistols is a catch-all term for a wide variety of pistol type weaponry from the Dark Age of Technology, be it a slug gun of prodigious power or a blaster of scything energy. The rich flaunt them, the aggressive use them, and often the only way to get them is to pry them from their user's cold dead hands.

GRAVITON IMPLODER

Graviton Weaponry was not meant to be a weapon in the first place. Its worth in the dark days of the Horus Heresy, however, meant the weapons would be refined and improved over the following 10,000 years. Indeed, the ancient Graviton Imploder would go on to carve a storied legacy for itself as the Grav weaponry of the Spess Mehreens and Mechanicum.

IRAD PROJECTORS

The Irad Projector class of weaponry are bulky projectors mounted to a bulky generator. They fire a blast of radiation that can boil a target alive, their bodies ripped apart at the cellular level. The unlucky few who survive will simply die later of radiation poisoning.

This Exotic Weapon group contains the Lucifex, Irad Cleanser, and Irad Engine.

Fleshbane: Damage from this attack ignores Toughness Bonus. Armor functions normally.

Rad-Phage: Upon taking wounds, the enemy must make a Challenging (+0) Toughness Test or suffer 2d10 Toughness Damage.

Torrent: Instead of using the firing weapon as a point of origin, select a point within 15m as the shot's origin. Resolve the spray's normal 30° cone from that point, with the caveat that the cone must extend further than the point of origin – no looping sprays backwards!

MECHANICUM LAS WEAPONRY

The standard weapon of the Astra Militarum for its ruggedness, reliability, and ease of resupply, the Lasgun fires a beam of light that can strike the target with a large amount of energy. These weapons can vaporize unarmored surfaces, and even pierce armor when sufficiently overcharged.

The Laslocks and Mitralocks of the Mechanicum can support higher damage over range and rate of fire, and are often given to their disposable Adsecularis forces.

The Mechanicum Las group requires Basic Weapon Training (Las/Universal). The Laslock and Mitralock require Exotic Proficiency (Integrated).

Laslocks and Mitralocks may mount Induction Chargers, increasing their RoF to S/-/2, but increasing Availability by one difficulty step.

LIGHTNING GUN

A baroquely designed carbine connected directly to a reactor core, this gun functions exactly as advertised – it shoots fucking Lightning at things. The stream of ions is powerful enough to maul both the living and the mechanical.

The Lightning Gun requires Exotic Proficiency (Integrated) unless it is connected to a standard Backpack power supply, in which case a shot count of 20 is used.

MECHANICUM BOLTER WEAPONRY

The Bolter is the standard armament of the Spess Mehreens and high ranking Astra Militarum officers. The Mechanicum uses Bolter weaponry as well, though their weapons make the standard issue bolters look like grot guns. Bolter weapons of the Mechanicum can support higher rate of fire at no loss of power, but at a drastically shorter range. To the armored walking tanks of the Mechanicum, this suits them just fine.

The Mechanicum Bolter group contains the Maxim Bolter and Mauler Bolt Cannon, and requires Weapon Training (Bolt/Universal).

Phosphex Bomb

A corrosive and incendiary compound that even the Imperium feels should have remained dead and buried in the turbulent past, Phosphex burns with an eerie blue-green flame, and cannot be extinguished in anything short of vacuum. If this was not bad enough, the cloud of flame MOVES, seeking out movement around it to feed its unstoppable path of incineration. Worse than even Rad Weaponry, to resurrect Phosphex is to contaminate a place with the taint of death itself.

Phosphex Bombs inflict their base damage, ignoring armor and toughness, if the enemy fails a Hard (-20) Toughness test from the Toxic quality.

Lingering Death: After resolving the Phosphex Bomb attack, make note of the blast's final location. The blast cloud does not dissipate, but rather remains active at that location.

Crawling Fire: At the start of every round, the GM may move any Phosphex Bomb clouds from the Lingering Death rule up to 3m in any direction, as long as that direction is closer to a living organism – be it ally or enemy to the party. The GM must immediately resolve a Phosphex Bomb hit against anything that falls under the Phosphex Bomb cloud's new location. This will cause damage, but no new blasts are created (the only way to create more clouds is to chuck more Bombs).

Photon Weaponry

Arcane beam weapons that fire needle-thin lances of black energy able to pierce the densest armor, and require careful maintenance lest the weapon consume the wielder in raging black flame, these weapons are *totally not* Dark Eldar Dark Lances some Magos nicked and called his own. In ominous prophesy of what would become Mechanicum practice many thousands of years in the future, the Photon weapons have a high rate of fire at the cost of offensive power and range the Dark Eldar can manage.

This Exotic Weapon group contains the Photon Gauntlet, Photon Thruster, and Darkfire Cannon. These weapons also require Exotic Proficiency (Integrated) unless they are connected to a standard Backpack power supply, in which case a shot count of 30 is used.

Rotor Cannon

The predecessor of the Assault Cannon, the Rotor Cannon is a multi-barreled heavy stubber that can put out a prodigious amounts of fire, though far weaker than its successor.

Rotor Cannons may be acquired with Bio-Corrosive Rounds in addition to its normal rounds, increasing the Availability to Extremely Rare. Bio-Corrosive Rounds halve the weapon's range, and add the Toxic (2) and Corrosive Qualities.

Volkite Weapons

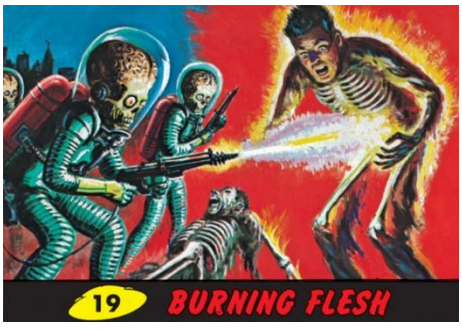
Volkite Weapons are martian deathrays. They fire a red beam that, upon contact with an enemy, superheats them like a microwave, resulting in a wet-sounding pop. Remember the Expander from Duke Nukem 3D?

Yeah. That.

This Exotic Weapon group contains the Volkite Serpenta, Charger, Caliver, and Culverin. The Volkite Incinerator falls in this category, but is a special case, in that it can only be mounted on the Lorica Thallax of an Ursarax, and can fire Beam mode as normal or Blast mode in melee. Blast mode uses five units of ammunition from the Incinerator's magazine, and requires a Weapon Skill test.

Deflagrate: For every hit that inflicted at least one Wound on an opponent, resolve an additional automatic hit, rolling for damage as normal. These additional hits do not inflict further hits themselves.

Prisoned: This weapon may not benefit from the Swift Attack or Lightning Attack talents – only a single attack is ever made. Enemies damaged by the attack must make a Challenging (+0) Toughness test or die like a bitch, unless they are immune to instant death in some way (Touched by the Fates, some sort of Eternal Warrior, etc).



Name	Class	Range	RoF	Dam	Pen	Mag	Rld	Special	Availability
Archeotech Pistol	Pistol	30m	S/-/-	2d10+8E	6	8	2 Full	-	Near Unique
Graviton Imploder	Heavy	90m	S/3/5	2d10I	10	50	3 Full	Concussive (2), Graviton	Near Unique
Lucifex	Pistol	15m	S/-/-	1d10+1E	4	5	4 Full	Fleshbane, Rad-Phage	Very Rare
Irad Cleanser	Basic	30m	S/-/-	1d10+3E	4	20	4 Full	Spray, Fleshbane, Rad-Phage	Very Rare
Irad Engine	Heavy	50m	S/-/-	1d10+12E	8	30	4 Full	Spray, Fleshbane, Rad-Phage. Torrent	Extremely Rare
Blast Pistol	Pistol	15m	S/-/-	2d10+3E	0	5	2 Full	LVS, Twin-Linked, Overheats	Extremely Rare
Laslock	Basic	50m	S/-/-	1d10+6E	2	-	-	Integrated	Scarce
Mitralock	Basic	20m	S/-/-	1d10+7E	2	-	-	Tearing, Integrated	Rare
Lightning Gun	Basic	50m	S/-/-	3d10+8E	4	-	-	Integrated, Tearing, Razor Sharp	Extremely Rare
Maxim Bolter	Basic	30m	-/-/5	1d10+5X	4	25	2 Full	Tearing	Extremely Rare
Mauler Bolt Cannon	Heavy	90m	-/-/6	2d10+8X	8	60	Full	Tearing	Extremely Rare
Phosphex Bomb	Thrown	SBx3	S/-/-	2d10+5E	12	-	-	Blast (5), Corrosive, Toxic*, Lingering Death, Crawling Fire	Near Unique
Photon Gauntlet	Pistol	30m	S/2/-	2d10+3E	12	-	-	Proven (2), Overheats, Integrated	Very Rare
Photon Thruster	Basic	300m	S/2/-	2d10+8E	5	-	-	Felling (4), Proven (3), Overheats, Lance, Integrated	Extremely Rare
Darkfire Cannon	Heavy	375m	S/2/-	2d10+14E	5	-	-	Felling (4), Proven (4), Overheats, Lance, Integrated	Near Unique
Rotor Cannon	Heavy	150m	-/6/10	1d10+6I	3	200	3 Full	Tearing	Rare
Volkite Serpenta	Pistol	25m	S/-/-	2d10+2E	4	10	2 Full	Deflagrate	Very Rare
Volkite Charger	Basic	55m	S/2/-	2d10+3E	4	20	3 Full	Deflagrate	Very Rare
Volkite Caliver	Heavy	165m	S/2/3	2d10+6E	4	30	4 Full	Deflagrate	Extremely Rare
Volkite Culverin	Heavy	280m	S/2/4	2d10+9E	4	40	5 Full	Deflagrate	Extremely Rare
Volkite Incinerator (Beam)	Basic	25m	S/2/-	2d10+4E	4	20	3 Full	Deflagrate	Extremely Rare
(Blast)	Melee	-	-	2d10+8E	12	-	-	Prisoned	

Archeotech Revolvers
Weapons of ancient provenance that have survived since time immemorial, these powerful revolvers are given to Serberys cavalry that prove themselves in the heat of battle, allowing the best shots to take out even enemies in power armor.

Radium Weapons
Weapons of baroque beauty, they would be lovely to use if they did not soak the enemy, the planet, and the wielder in radiation. Directed variants of rad weaponry, the Radium weapons will melt its enemies and cause localized rad-storms with every shot.

This Exotic Weapon group contains the Radium Pistol, Radium Carbine, and Radium Jezzail.

Transuranic Arquebus
BEHOLD! A belt-fed flintlock musket! A long-barreled heavy weapon that fires trans-uranium, this weapon is best used as a long-distance sniping weapon, for its rounds can puncture light tanks, and pulp the crew within.

Armorbane: Against Vehicles, Structures, and enemies with the Daemon Engine trait, the weapon's Penetration is doubled.

Mechanicum Solid Projectile Weaponry
Mechanicum Solid Projectile weapons display their user's mastery of chemical propellants and ballistics, and are able to put out offensive fire FAR more powerful than one would expect. The tiny Flechette blaster that can fill the air with shredding darts, while its larger cousin the Macrostubber can do the same but with bullets. When the Stubcarbine can even fit the power of a heavy stubber into a basic rifle, even simple Solid Projectile weaponry is to be feared.

The Mechanicum Solid Projectile group contains the Flechette Blaster, Flechette Carbine, Stubcarbine, and Macrostubber, and requires Weapon Training (Solid Projectile/Universal).

Burst: When fired as a single-shot Ranged Standard Attack, the weapon scores one hit per Degree of Success, to a maximum of five hits. These hits are dodged as normal, with one hit being negated per Degree of Success on the Dodge test.

Mechanicum Cognis Weaponry
Mechanicum Cognis Weaponry is a catch-all term for heavy weaponry with awakened machine spirits. Their warlike spirits take over when the wielder is distracted or otherwise indisposed.

The Mechanicum Cognis group contains the Cognis Lascannon, Cognis Autocannon, and Cognis Heavy Stubber. The first requires Weapon Training (Las), while the last two require Weapon Training (Solid Projectile)

Cognis: The weapon never suffers a penalty to the Ballistic Skill test worse than -20.

Mechanicum Flame Weaponry
Mechanicum Flame Weaponry, like all weaponry used by the Taghmatas, are miles ahead of their lesser allies' versions. The Incendine Combuster is capable of arcing its deadly fire so as to inflict the maximum number of casualties along a defensive line, while the Cognis Flamer's awakened machine spirit will fight on even when its wielder is distracted.

The Mechanicum Flame group contains the Incendine Combustor and the Cognis Flamer, and requires Weapon Training (Flame/Universal).

Cognis Flamewall: When the weapon is fired at an enemy charging the bearer (Usually as part of the action granted from the Predictive Augury and Emotionless Clarity talents), the enemy automatically fails their Agility test to avoid the flame.

Mechanicum Plasma Weaponry
Far superior to the childrens' toys issued to the Astra Militarum, the Plasma weapons of the Mechanicum are as volatile as they are deadly, exchanging range for rate of fire. Using these weapons, one can, as Battul Brotha Grimslag 'Eadmangla used to say, "Light up dere night!"

The Mechanicum Plasma group contains the Plasma Caliver and Plasma Culverin, and requires Weapon Training (Plasma/Universal).

Phosphor Weaponry
The Mechanicum's replacement to Phosphex, after the STC was destroyed and what little remains is fought over, Phosphor weapons fire blinding white flames that double as guidance flares for allied forces. What the burning spheres do not destroy, other guns surely will.

This Exotic Weapon group contains the Phosphor Pistol, Phosphor Blast Pistol, Phosphor Serpenta,

Phosphor Blaster, Phosphor Blast Carbine, Phosphor Torch, and Heavy Phosphor Blaster.

Luminagen: An enemy that suffers at least one wound from a weapon with this quality counts the value of cover it is in as being four lower than normal until the start of the weapon bearer's next turn.

Eradication Ray

The Eradication Ray is a weapon that can easily distintegrate whatever it is fired at. Its power is dependent on range, however, and while long-range fire can slowly dissolve an enemy, a point-blank shot can instantly vaporize them.

Gamma Pistol

Only the truly blessed wield a Gamma Pistol. Its beam of ionizing radiation can easily dust a human-sized target, but it would be wasted in that regard. With some luck, it is capable of being used against vehicles, punching through their armor if used intelligently.

Galvanic Rifle

One could be forgiven for mistaking this weapon for an old wooden flintlock – it is easy to forgive the dead, after all. Despite being of wooden stock and antique carving, it fires galvanic servitor-bullets that causes all the potential energy of a target to shift to kinetic in a killing blast of electric force.

Galvanic Carbine

A variant of the Galvanic Rifle issued to the Serberys Cavalry, the Galvanic Carbine trades range for rapid-fire capability at close range.

Galvanic Caster

A multi-function projectile launcher reminiscent of combi-weapons, the Galvanic Caster is capable of firing low-velocity razor flechettes, fiery explosive ignis charges, and armor-piercing inert supersonic slugs. This versatile weapon allows the forces of the Secutarii to tune their weaponry to any enemy.

A Galvanic Caster contains a Fire Selector to swap between its firing modes, which must be reloaded separately.

Enemies within the impact radius of an Ignis Blaze round must succeed at an Ordinary (+10) Agility test or suffer Blindness for a number of rounds equal to their Degrees of Failure on the test. Ignis Blaze rounds ignore the armor points of cover the enemy is behind.

Arc Weaponry

Arc Weapons are built with perma-capacitors shipped from Mars's Great Repositorium. Discharging streams of electric energy at enemies, these weapons can slay a man or down a daemon engine.This Exotic Weapon group contains the Voltaic Pistol, Arc Pistol, Arc Rifle, Heavy Arc Rifle, Arc Maul, Arc Claw, and Arc Lance / Mag Inverter Shield.

Tesla: If this weapon scores Righteous Fury, or kills or otherwise incapacitates a target, lightning arcs to an additional, randomly determined target within 5m of the first, scoring an additional hit against that target. This extra hit has the potential to score further "extra" hits in the same manner. No attack roll is needed for these additional hits, which are applied to the target's Body location.

Torsion Cannon

The Torsion Cannon is a three-pronged weapon that can grips onto its target with little understood energy fields. The weapon's prongs then turn, twisting the target and imposing a torque that rips it apart.

Gravitic Contortion: For every degree of success on the Ballistic Skill test, the weapon inflicts an additional 1d5 wounds, ignoring armor and toughness, or 1d5 hull integrity, ignoring Armor.

Mindscrambler Grenade

Mindscrambler grenades are little more than carrying cases for the egg sac of an electrogenesis squid. Detonating causes a surge of Bio-electricity in all directions. You're a kid, you're a squid, you're a bomb, kaboom!

Magnarail Lance

Using electromagnetic forces to propel slugs at high velocity, this railgun weapon is capable of inflicting severe damage, provided its magnetic rails have time to align to a sturdy position.

Magnetic Alignment: If the bearer of the weapon has not performed a Movement action during his round, then the weapon gains the Proven (6) Quality until a Movement action of any kind is performed.

Name	Class	Range	RoF	Dam	Pen	Mag	Rld	Special	Availability
Archeotech Revolver	Pistol	30m	S/-/-	2d10+5E	8	6	Full	Reliable	Near Unique
Radium Pistol	Pistol	30m	S/-/-	1d10+4E	4	12	Full	Rad-Phage	Scarce
Radium Carbine	Basic	60m	S/2/3	1d10+5E	4	36	2 Full	Rad-Phage	Scarce
Radium Jezzail	Heavy	150m	S/2/-	1d10+3E	4	24	3 Full	Rad-Phage, Accurate	Scarce
Transuranic Arquebus	Heavy	350m	S/-/-	1d10+8I	8	6	2 Full	Armorbane, Accurate	Extremely Rare
Flechette Blaster	Pistol	30m	S/-/-	1d10R	0	50	Full	Burst, Tearing	Scarce
Flechette Carbine	Basic	60m	S/-/-	1d10+3R	0	100	Full	Burst, Tearing	Rare
Macrostubber	Pistol	30m	S/-/-	1d10+4I	2	50	Full	Burst	Rare
Stubcarbine	Basic	60m	-/-/3	1d10+5I	0	60	Full		Rare
Cognis Heavy Stubber	Heavy	120m	-/-/10	1d10+5I	3	200	2 Full	Cognis	Very Rare
Cognis Autocannon	Heavy	300m	S/3/-	3d10+8I	6	20	2 Full	Reliable, Cognis	Extremely Rare
Cognis Lascannon	Heavy	300m	S/-/-	5d10+10E	10	5	2 Full	Proven (3), Cognis	Extremely Rare
Cognis Flamer	Heavy	20m	S/-/-	1d10+4E	3	3	2 Full	Spray, Flame, Cognis Flamewall	Rare
Incendine Combustor	Heavy	20m	S/-/-	1d10+4E	3	3	2 Full	Spray, Flame, Torrent	Rare
Plasma Caliver	Basic	60m	S/2/3	1d10+10E	10	36	5 Full	Overheats, Maximal	Extremely Rare
Plasma Culverin	Heavy	100m	S/2/-	2d10+12E	10	16	5 Full	Overheats, Maximal, Blast (1)	Extremely Rare
Phosphor Pistol	Pistol	30m	S/-/-	1d10+10E	6	10	Full	Luminagen	Rare
Phosphor Blast Pistol	Pistol	30m	S/-/-	2d10+3E	6	8	Full	Luminagen	Rare
Phosphor Blast Carbine	Basic	100m	S/2/4	2d10+3E	6	32	2 Full	Luminagen	Extremely Rare
Phosphor Torch	Basic	30m	S/-/-	1d10+9E	6	6	2 Full	Flame, Spray, Luminagen	Rare
Phosphor Serpenta	Basic	60m	S/-/-	2d10+4E	6	12	2 Full	Luminagen	Very Rare
Phosphor Blaster	Basic	100m	S/2/-	2d10+5E	6	16	2 Full	Luminagen	Extremely Rare
Heavy Phosphor Blaster	Heavy	250m	S/2/3	2d10+9E	8	32	3 Full	Luminagen	Extremely Rare
Eradication Ray	Heavy	0-30m	S/-/-	3d10+10E	15	5	3 Full		Near Unique
		30m-100m	S/-/-	2d10+10E	8				
Gamma Pistol	Pistol	30m	S/-/-	2d10+10E	12	4	3 Full	Armorbane	Near Unique
Galvanic Rifle	Basic	150m	S/2/-	1d10+9E	6	24	2 Full		Scarce
Galvanic Carbine	Basic	60m	S/-/2	1d10+9E	6	16	Full		Scarce

Galvanic Caster (Flechette Burst)	Heavy	90m	S/2/4	1d10+5R	0	40	Full	Tearing	Very Rare
(Ignis Blaze)	Heavy	60m	S/-/-	1d10+5E	4	5	2 Full	Indirect, Blast (3)	
(Kinetic Hammershot)	Heavy	150m	S/-/-	1d10+9I	8	10	Full	Razor Sharp	
Voltaic Pistol	Pistol	30m	S/-/-	2d10+3E	4	8	Full	Tesla	Extremely Rare
Arc Pistol	Pistol	30m	S/-/-	2d10+8E	4	10	Full	Haywire (0)	Rare
Arc Rifle	Basic	100m	S/2/-	2d10+10E	4	20	2 Full	Haywire (0)	Rare
Heavy Arc Rifle	Heavy	250m	S/2/-	2d10+12E	4	30	3 Full	Haywire (0)	Very Rare
Torsion Cannon	Heavy	100m	S/-/-	3d10+10E	15	6	6 Full	Gravitic Contortion	Unique
Heavy Grav Cannon	Heavy	150m	S/3/6	1d10+12I	10	30	6 Full	Concussive (4), Graviton	Unique
Mindscrambler Grenade	Thrown	SBx3	S/-/-	1d10+3E	6	-	-	Haywire (3), Toxic (4), Blast (3)	Scarce
Magnarail Lance	Basic	60m	S/-/-	3d10+7I	12	6	2 Full	Magnetic Alignment	Extremely Rare
Transonic Cannon	Basic	20m	S/-/-	1d10+10E	6	5	2 Full	Spray, Transonic	Extremely Rare
Aphollos Energy Howitzer	Heavy	60m	S/-/-	2d10+5E	6	6	3 Full	Indirect (1), Blast (3)	Extremely Rare

TRANSONIC CANNON

A ranged variant of transonic melee weaponry, Transonic Cannons are sonic projectors that vibrate in tune with an enemy's resonant frequency, literally shaking them apart into vibrating giblets.

Transonic: Attacks that score Righteous Fury ignore the target's toughness. If a target is hit and wounded by at least one attack with this weapon, subsequent attacks are resolved at Pen 12.

APHOLLOS ENERGY HOWITZER

The Aphollos Energy Howitzer is a man-portable version of the Belleros Energy Cannon found on Skorpius Disintegrators. This weapon is an extrapolation from concept art taken from Warhammer Fest, where an "Energy Howitzer" is listed as one of the weapons of the possibly-cancelled "Hepheston Heavy Skitarius." It is now one more option that is available to destroy the enemies of the Machine Trinity.

MELEE WEAPONS

Just as capable in the swirl of melee as in gunline formation, the Mechanicum can call upon a number of exotic melee weapons to outfit its forces with. There are, however, a lot fewer melee weapons than there are ranged weapons. Therefore, one table will include all weapons from Codex Taghmata Omnissiah, Codex Skitarii, Codex Cult Mechanicus, and IA Fires of Cyraxus.

All weapons listed are Exotic unless otherwise stated. If a weapon possesses the Haywire (0) quality, then the Haywire quality is triggered only against the enemy hit – there is no blast quality.

CORPOSANT STAVE

A battle-stave fit with shock charge generators, this weapon is most often seen amongst the Prefecture Magisterium, the Mechanicum enforcers and "secret police" that deal with Hereteks and renegade machines. Corposant Staves ALWAYS require two hands to use.

PARAGON BLADE

Two-handed weapons of perfectly aligned balance and durability, the offensive potential of a Paragon Blade is unmatched. Paragon Blades have diverse origins – some are ancient relics of the Dark Age of technology, others are Xenos prizes from beyond the Halo Stars. All are sought after by warriors supreme. Paragon Blades ALWAYS require two hands to use.

Murderous Strike: When triggering Righteous Fury, the enemy must make a Challenging (+0) Toughness test or die like a bitch, unless they are immune to instant death in some way (Touched by the Fates, some sort of Eternal Warrior, etc).

HEAVY CHAINBLADE

A heavy variant of the Chainblade designed to chew through xenos flesh and armor plate alike, the Heavy Chainblades are larger and more robust than normal chain weapons, which call back to ancient patterns shared with Astartes weaponry. It is usually only the strongest of automata and cybernetic shock troopers which wield the Heavy Chainblades. Heavy Chainblades ALWAYS require two hands to use.

Heavy Chainblades require Weapon Training (Chain) to use properly.

PREHENSILE DATASPIKE

Mounted on a special tail-like mechadendrite, the Prehensile Dataspike can stab into the cortex of enemy machines and steal their secrets. It also makes a wonderful squelch when it stabs into the cortex of regular humans, too.

Dataspike: This weapon may be used as a Reaction, and strikes before the enemy's melee attacks. This can possibly kill an enemy before attacks resolve.

TASER WEAPONRY

Sorting large amounts of energy in hyperdynamo capacitors, a directed impact will discharge the weapon, scorching everything nearby, before rapidly being recollected for use on another enemy.

This Exotic Weapon group contains the Taser Goad and the Taser Lance. The Taser Lance has two profiles – the first is used during the first round of combat, when a character charges, and the second is used in subsequent rounds.

Taser: If this weapon scores Righteous Fury, it doubles the damage inflicted after resolving Armor and Toughness in addition to Righteous Fury effects.

Joust: This weapon imposes a penalty on the enemy's Dodge or Parry test equal to -5 times the Degrees of Success on the attack roll.

TRANSONIC WEAPONRY

Transonic Blades emit a low hum, ever vibrating. An initial strike might do jack shit against an enemy, but future attacks shall cut cleanly through the enemy's armor as the blade finds the resonant frequency for that specific armor type.

This Exotic Weapon group contains the Transonic Cannon, Razor, Transonic Blade, and Chordclaw.

Transonic: Attacks that score Righteous Fury ignore the target's toughness. If a target is hit and wounded by at least one attack with this weapon, subsequent attacks are resolved at Pen 12.

Molecular Dissonance: If the bearer of a weapon with this quality has the Swift Attack or Lightning Attack Talent, they may declare a single hit in the attack as a Dissonance Attack. This Dissonance attack ignores the target's toughness bonus when resolving damage. This hit must be declared before Reactions are performed, as it must be dodged or parried separately to the other attacks.

Electro-weaponry

Symbols of office for the Electropriests, the Electrostatic Gauntlets of the Corpuscarii fill an enemy with the holy Motive Force, while the Electroleech Staves stand ready to take it all away.

This Exotic Weapon group contains the Electrostatic Gauntlets and the Electroleech Stave.

Arc Claw

A relic of the Cyberghoul Wars, the Arc Claw originated on the Forge World of Metalica, as a melee delivery system for haywire systems usually mounted on heavy servitors. It was this weapon that turned the tide against whatever a Cyberghoul was.

Hydraulic Claw

The Hydraulic claws usually mounted on Kataphron Breachers are filled with the same oil once used in Titans, and it is the Techpriests' belief that the strength of the God Machines will be imparted upon the servitors. They…aren't exactly wrong.

Iron Grasp: When making an All Out Attack, the wielder of this weapon doubles their Strength Bonus, and resolves the attack at Pen 12.

Arc Lance and Mag-Inverter Shield

The Arc Lance of the Secutarius Hoplites is a miniaturized version of the mighty Shock Lance of the Cerastus Knight-Lancers.

An Arc Lance and Mag-Inverter are purchased as a pair – one will not function without the other. When the Arc Lance is connected to a Mag-Inverter Shield, it is considered to have unlimited ammunition, and never needs to reload. It may still jam, indicating a faulty connection, which can be cleared as normal. Without connection to a Mag-Inverter Shield, the weapon will not fire at all, no matter what ghetto-rigged attempt one may try!

The Mag-Inverter Shield provides a PR35 Field to the bearer (Overload based on quality as normal), and provides an additional 3 AP to the wielder's body and wielding arm. Enemies charging the bearer do not gain any bonus to the Weapon Skill test for charging.

Arc Maul

The Arc Maul is the refinement of the Corposant Stave of 10,000 years back. Far more powerful, and requiring only a single hand to use, the Arc maul can smash enemies apart, electrical energies causing their dead forms to twitch and spasm.

Lightning Claws

Rarely seen in both the Mechanicum and Imperium, Lightning Claws are a specialized form of power gauntlet that sheath a quartet of claws in a power field, allowing the user to rip and tear anything that angers them that day. Lightning Claws are usually the domain of the Ursarax Assault Troopers, but they have, on occasion, filtered down to the mech-assassin warlords of the Magi Malagra and even some Astra Militarum Commanders.

Lightning Claws inflict +1 Damage per Degree of Success on the Attack roll. When used as a pair, they instead inflict +2 Damage per Degree of Success. Each is very bulky, and cannot be used for any but the most basic manipulative tasks (for example, one could not use a weapon or pick up a quill, but may be able to manipulate a heavy iron girder). Naturally, one Lightning Claw can go on each hand. However, when rolling Logistics, the purchase is for a single claw. Lightning Claws require Weapon Training (Power) to use properly.

Name	Class	Range	RoF	Dam	Pen	Mag	Rld	Special	Availability
Corposant Stave	Melee	-	-	1d10+8E	6	-	-	Concussive (1), Haywire (0)	Extremely Rare
Paragon Blade	Melee	-	-	2d10+8E	10	-	-	Power Field, Murderous Strike	Unique
Heavy Chainblade	Melee	-	-	1d10+10R	6	-	-	Tearing, Unbalanced	Rare
Prehensile Dataspike	Melee	-	-	1d10+2I	0	-	-	Dataspike, Haywire (0)	Scarce
Taser Goad	Melee	-	-	1d10+8E	0	-	-	Power Field, Taser	Rare
Taser Lance (Charge)	Melee	-	-	1d10+12E	0	-	-	Power Field, Taser, Joust	Extremely Rare
(Normal)				1d10+8E	0			Power Field, Taser	
Transonic Razor	Melee	-	-	1d10+3R	4	-	-	Transonic	Rare
Transonic Blade	Melee	-	-	1d10+6R	4	-	-	Transonic, Balanced	Rare
Chordclaw	Melee	-	-	1d10+4R	4	-	-	Transonic, Molecular Dissonance	Very Rare
Electrostatic Gauntlets	Melee	-	-	1d10+6E	0	-	-	Power Field	Rare
(Ranged)	Pistol	30m	S/2/3	1d10+7E	0	30	Full	Twin-Linked	
Electroleech Stave	Melee	-	-	1d10+8E	6	-	-	Power Field, Concussive (0), Murderous Strike	Rare
Arc Claw	Melee	-	-	1d10+6E	4	-	-	Power Field, Haywire (0)	Rare
Hydraulic Claw	Melee	-	-	1d10+10I	0	-	-	Iron Grasp, Unwieldy	Scarce
Arc Lance	Melee	-	-	1d10+6E	6	-	-	Power Field, Concussive (0), Haywire (0)	Extremely Rare
(Ranged)	Basic	30m	S/-/-	1d10+9E	4	-	-	Haywire (0)	
Mag-Inverter Shield	Melee	-	-	1d10E	0	-	-	Defensive, Power Field	
Arc Maul	Melee	-	-	2d10+5E	6	-	-	Concussive (2), Haywire (0)	Extremely Rare
Lightning Claw	Melee	-	-	1d10+6E	8	-	-	Power Field, Proven (4)	Extremely Rare

ARMOR AND FORCE FIELDS

A soldier's gear is more valuable than he is, and great lengths will be undertaken to recover the rare and valuable weaponry that the Taghmatas offer to their troops. Artificer-crafted and fit for purpose, the armor of the Mechanicum will shrug away any weapon.

SKITARII / SECUTARII WAR PLATE

Skitarii and Secutarii armor is composed of ceramite armored plates, and layered beneath with gel-like recombinant cells that recycle moisture and lubricate the armor's motions. War Plate also allows for a small measure of protection against the emanations of the soldier's own weaponry, though even this will degrade over time.

Skitarii / Secutarii War Plate provides 6 Armor to all locations (Head, Body, Arms, Legs), and comes pre-equipped with a Micro-bead.

SICARIAN BATTLE ARMOR

While outwardly resembling thin mesh or synskin, Sicarian battle armor is made up of a multilayered alloy called bullshittiu…ah, "aegium" which can absorb the energy of incoming attacks and disperse it harmlessly away.

Sicarian Battle Armor provides 6 Armor to all locations (Head, Body, Arms, Legs), and comes pre-equipped with a Micro-bead and a PR20 field, which does not overload under normal conditions.

LORICA THALLAX

The all-encompassing shell of a Lorica Thallax is topped with a reflective faceplace, nothing of the screaming skull within revealed. Based off the power armor available to Astartes, this armor is surgically bonded to its wearer, equipped with a compact reactor core, and can power both the Thallax and his weapons.

Lorica Thallax provides 6 Armor to all locations (Head, Body, Arms, Legs). Lorica Thallax requires the Mechanicus Implants trait to use, and does not require power.

Lorica Thallax granted to the Thallaxii are equipped with maneuvering jets, granting the wearer the permanent Flyer (6) trait. Lorica Thallax granted to the Ursaraxii are equipped with a Jump Pack instead, which allows for a safe, guided fall from any height, as well as doubling the user's base speed via an unlimited series of short jumps. The user must land at the end of each round's movement. The Jump Pack may duplicate the Flyer (12) trait for up to a minute at a time, but the user must then pass a Challenging (+0) Toughness test or gain one level of Fatigue.

All variants of Lorica Thallax also come pre-equipped with a Micro-bead and the Vac-Sealed Armor Upgrade, its self-contained life support systems allowing the wearer to survive indefinitely in a vacuum.

ARTIFICER ARMOR

You roll with the best, you get the best. The greatest of the Mechanicum's Magi eventually gain the right to use Artificer Armor, the best protection available to a man short of terminator armor.

Artificer Armor provides 10 Armor to all locations (Head, Body, Arms, Legs), and follows the same rules as Power Armor for powering the suit. A character wearing Artificer Armor gains the Unnatural Strength (2) and Unnatural Perception (2) Traits (or increases the value of these Traits by 2) and increases the value of his Size Trait by 1 (usually to Size Hulking/5). Artificer Armor is environmentally sealed as long as the helmet is worn. Artificer includes a built-in auspex, photo-visor, and recoil gloves, and grants the Sturdy Trait.

TITANSHARD ARMOR
A set of Secutarius warplate reforged with fragments of fallen Titans, whose revered remains were preserved by the blood and faith of the Secutarius who now bears the armor. It bears protection equal to Astartes Armor, and possesses a fragment of the Titan's near indestructibility and bellicose machine spirit.

Titanshard Armor grants Armor 10 to the Body, and Armor 8 to all other locations. It grants the wearer the Unnatural Strength (+2), Unnatural Toughness (+2), and Regeneration (Unmodified Toughness Bonus) traits. A set of Titanshard Armor is always Best Craftsmanship, and this is already accounted for in its Armor value.

MECHANICUM PROTECTIVA
Mechanicum Protectiva are protective energy fields used by high ranking priests of the Mechanicum to defend against the dangers of the battlefield and attacks by rivals. The frequency and modulation of each protectiva is known only to the owner.

Mechanicum Protectivas grant a PR45 field. Displaying the Mechanicum Protectiva grants a +10 bonus to Interaction skill tests with members of the Mechanicum.

STASIS FIELD
Some techpriests choose not to take any risks, using protective fields that put them in suspended animation when their lives are in danger. It makes them near useless in a fight, but they probably ain't gonna die.

Stasis Fields grant a PR80 field, but if the field successfully blocks an attack, the user's Weapon Skill, Ballistic Skill, and Agility, and Movement are set to 0 until the end of their next turn.

VOLTAGHEIST FIELD
An aura of pure energy surrounds the Electropriests, their electoo implants producing a series of tiny glowing will'o'wisps which intercept enemy attacks, and sometimes the enemies themselves.

Voltagheist Fields provides 2 Armor to all locations, and a PR30 field. If the bearer performs the Charge action, the field inflicts an immediate hit on enemies, dealing 1d10+7E Pen 0, which may be dodged.

VOLTAGHEIST ARRAY
This heavy variant of the Voltagheist field sports a generator mounted on the back, which releases crackling wraiths of energy that prematurely detonate when struck by weapons fire.

Voltagheist Arrays provides 2 Armor to all locations, and a PR30 field to the bearer and allies within 5 meters.

PLASTIC CROWN
This is a tiny plastic crown, complete with multi-colored rhinestones. You place it on your robot to make it feel special, and designate it King of all Robots. I'm sure it appreciates the sentiment. It serves no defensive purpose. When acquiring a Plastic Crown, some adhesive is included so the crown does not fall off in the middle of battle.

Name	Locations Covered	AP	Protection Rating	Availability
Skitarii War Plate	All	6	-	Very Rare
Sicarian Battle Armor	All	6	20	Extremely Rare
Lorica Thallax	All	6	-	Thallax / Ursarax Only
Titanshard Armor	All	8/10	-	Axiarch Only
Artificer Armor	All	10	-	Unique
Plastic Crown	Head	0	-	Plentiful
Mechanicum Protectiva	All	-	45	Very Rare
Stasis Field	All	-	80	Near Unique
Voltagheist Field	All	2	30	Very Rare
Voltagheist Array	All	2	30	Extremely Rare

CYBERNETICS AND GEAR

Are you ready for the good shit? The Mechanicum are THE cybernetics guys, and their soldiers are more like Legos than Humans in the end, cobbled together from multiple parts to fit the inscrutable needs of the Taghmatas on the battlefield.

Name	Availability
Abeyant	Near Unique
Cyber Familiar	Extremely Rare
Djinn Skein	Very Rare
Rad Furnace	Very Rare
Cortex Controller	Extremely Rare
Machinator Array	Extremely Rare
Augur Dome	Rare
Dunestrider Legs	Rare
Pteraxii Talons	Very Rare
Scapuli Superior	Extremely Rare
Myrmidon Augmentic Mounting	Very Rare
Enhanced Data Tether	Rare
Omnispex	Rare
Kastelan Protocol Datawafer Set	Scarce
Kyropatris Field Generator	Extremely Rare

ABEYANT

A status symbol amongst the Mechanicum, Abeyants range from full body enclosures trailing cords and tentacles to great hovering pulpits. From atop this great throne, the Magos keeps his pimp hand strong.

An Abeyant grants the following bonuses to its user: +5 Wounds, the Hover (6), Size (Enormous), and Regeneration (Unmodified TB) Traits, and the Vac-Sealed Armor Upgrade. An Abeyant cannot be used unless the user has the Mechanicus Implants trait.

CYBER-FAMILIAR

A Cyber-Familiar is a miniscule construct that assists its master in power distribution and defense. They operate as a mere extension of their owner's will.

A Cyber-Familiar is a cybernetic that increases the potency of any protective fields the user has by +15 (to a maximum of 60), or if the user has no protective field, grants them a PR20 Field (Overload 1-10). In addition, they allow their user to reroll failed Exploration and Crafting skills.

DJINN SKEIN

At the center of a vast web of information lies the Djinn Skein, allowing the bearer to coordinate his allies in combat perfectly.

As a Free Action, at the start of the bearer's turn, the bearer may make a Challenging (+0) Tech Use test. If he succeeds, he may grant an ally within 15m a bonus of +10 to a Ballistic Skill test, or he may draw line of sight from an ally within 15m for firing Indirect weapons. A Djinn Skein cannot be used unless the user has the Mechanicus Implants trait.

CORTEX CONTROLLER

The Cortex Controller is a cybernetic that allows the bearer to command and control Battle Automata of the Legio Cybernetica, seeing what they see and experiencing what they experience. Only the greatest of adepts can hope to interpret the storm of data Battle Automata produce.

The bearer of a Cortex Controller may control up to three Scyllax, OR two Vorax, OR one Castellax, OR one Domitar / Arlatax, OR one Thanatar variant. As a Half Action, the bearer may allow controlled Battle Automata within 30m to enact their own two Half actions as normal, without being subject to the Programmed Behavior rule. This half action counts as an attack, so the bearer may not perform Attack actions himself. Without spending this Half Action, Battle Automata are limited to a single half action on the bearer's turn.

RAD FURNACE

In the same vein as the Scyllax, some Magos contain within them a burning Irad furnace that can weaken friend and foe alike. Allies and enemies in the same melee as the bearer of the Rad Furnace suffer -1 to their base Toughness Bonus. This can reduce Unnatural Toughness according to the modifier (for example, TB4 Unnatural x2 for TB8 will become TB3 Unnatural x2 for TB6). Only other bearers of a Rad Furnace, or those with the Rad Saturation talent, are immune to this effect.

In addition, the bearer of a Rad Furnace gains a +30 bonus to Toughness tests caused by weapons with the Toxic or Rad-Phage Qualities.

MACHINATOR ARRAY

This monstrous system of manipulators, augmentic body replacements, tools, augurs, and energy projectors is used by the most able Magi of the Mechanicum. A Machinator Array cannot be used unless the user has the Mechanicus Implants trait.

A Machinator Array adds 10 to the user's Strength and Toughnes scores, subtracts 5 from their Agility and Fellowship scores, increases the user's weight by 3x normal, imposes a -10 to Stealth tests, and grants the Dark Sight Trait. It incorporates two special mechadendrites, which are equipped with a Flamer and an Inferno Pistol. Bearers of a Machinator array gain a +20 bonus to Tech Use tests to repair vehicles and Battle Automata. Finally, it incorporates a special Array Claw that may be used as a melee weapon with the following profile (Melee, 1d10+6R, Pen 12, Armorbane, Tearing, Unwieldy).

Augur Dome

The Augur Dome of the Sicarian Infiltrators replaces their head, the brain kept alive in chemical containers. The Augur Dome contains every suite of sensoria packaging that the Infiltrator requires in his ninja work. Augur Domes grant 360° vision without penalty, and contains a Static Generator, Stummer, and Micro-bead.

Dunestrider Legs

Long and spindly compared to the normally human cybernetic legs issued to normal Skitarii, these legs are normally found amongst the ranks of the Sicarians. Granting them great bursts of speed when necessary, the Sicarians are able to traverse all sorts of terrain swiftly. Dunestrider Legs are purchased as a set, replacing both legs simultaneously.

Dunestrider Legs increase the wearer's base movement speed by 3, and increases the value of his Size Trait by 1 (usually to Size Hulking/5). Good-quality versions grant the Sprint Talent.

Pteraxii Talons

Mounted upon the aerial Pteraxii Caste, the Pteraxii Talons allow the Pteraxius to perch upon thin ledges, catch Forge vermin like a bird of prey, and cut through any enemies that stand before him.

Pteraxii Talons function as Bionic Legs in all regards. In addition, they function as a weapon with the following profile (Melee, 1d10+6R, Pen 6, Power Field). If the Pteraxius performs the Charge Action, he inflicts an additional 4 damage with the attack.

Scapuli Superior

The Scapuli Superior is an Augmentic granted to the Pteraxii caste, allowing them to soar above the battlefield like birds, or pilot the agile Archaeopters. When configured with nano carbon-fiber wings, the wearer gains the ability to fly for long distances without tiring or requiring recharge. When connected directly to an Archaeopter, it allows the pilot to literally become his craft, performing flight maneuvers at the speed of though. Sure, the soldier had to lose bits of his brain that didn't deal with fine motor control and target acquisition, but nobody said things would be easy.

When configured as wings, the Scapuli Superior grants the user the Flyer (12) trait, and grants a +10 bonus to Dodge tests. When configured as an Archaeopter MIU, the Scapuli Superior performs all the normal functions of an MIU, and allows the user to perform the Dodge reaction using his own skills at no penalty when piloting an Archaeopter.

The Scapuli Superior requires the Operate (Aeronautica) skill to use.

Myrmidon Augmentic Mounting

The source of the somewhat hump-backed look of the Myrmidon Cults, the Myrmidon Augmentic Mounting is a sophisticated, but divergent, pattern of MIU which controls the Myrmidon's ranged weaponry. A Myrmidon Augmentic Mounting cannot be used unless the user has the Mechanicus Implants trait.

A Myrmidon Augmentic Mounting is capable of mounting two Basic weapons on the user's back, while leaving the bearer's hands free. A Myrmidon Augmentic Mounting may instead mount one Heavy weapon, but the space required means one of the bearer's arms is removed. A Myrmidon Augmentic Mounting grants the Auto-Stabilized Trait, and possesses a pair of Fine-Manipulation Mechadendrites capable of manipulation equal to the bearer's original hands, though the Mechadendrites are not strong or sturdy enough to do much else.

Enhanced Data Tether

An enhanced form of Micro-bead that links one directly to the highest-ranking Magi of the Taghmata, orders that come down through an enhanced data tether are obeyed without hesitation by reverent soldiers. The Enhanced Data Tether is capable of performing all the actions of a normal Vox-Caster, with orbital range, and a direct connection to the Magi in orbiting vessels. In addition, when the bearer of an Enhanced Data Tether spends a Fate Point to use a Doctrina Imperative of any type, they gain a +10 bonus to Willpower until the start of their next

turn, as the supervising Magi whisper sweet nothings in their augmentic ears. This bonus does NOT stack with the bonus granted from the Broad-Spectrum Data Tether available on vehicles.

OMNISPEX

A combat-focused auspex with a raptor-class machine spirit, this little auspex can read heat emissions, data signatures, and biological wave forms at incredible ranges. It can be used to determine weak points of enemies it is focused on, and has found much use in the Ordo Reductor. The Omnispex is capable of performing all the actions of a normal Auspex. In addition, as a Half Action, the bearer of an Omnispex may tune it to a specific enemy within 100m, and behind cover, with a Challenging (+0) Tech Use test. All allies within 30m of the bearer of the Omnispex then ignore up to four points of cover with their ranged attacks until the beginning of the character's next round.

KASTELAN PROTOCOL DATAWAFER SET

This set of datawafers is used to control the enormous Kastelan Robots. Unlike Battle Automata, which use a bioplastic cortex and still spook people due to their connection with the Horus Heresy, Kastelans are seen as a safe and sanctified alternative, but far more limited due to the reliance on datawafers which must be changed mid combat. When the bearer of a Kastelan Protocol Datawafer set is within 1m of a Kastelan Robot, as a Full Action, they may switch the Kastelan's current directive. The robot will continue to enact this directive until its datawafer is swapped. A Kastelan cannot function without at least one Protocol going.

Conquerer Protocol: The Kastelan Robot gains the Swift Attack Talent, but cannot make ranged attacks of any kind.

Aegis Protocol: The Kastelan Robot gains the Defensive Augmentation Talent. The Robot may shoot or punch as normal.

Protector Protocol: The Kastelan Robot may fire their Carapace weapon twice in the same action, but cannot make movement actions of any kind.

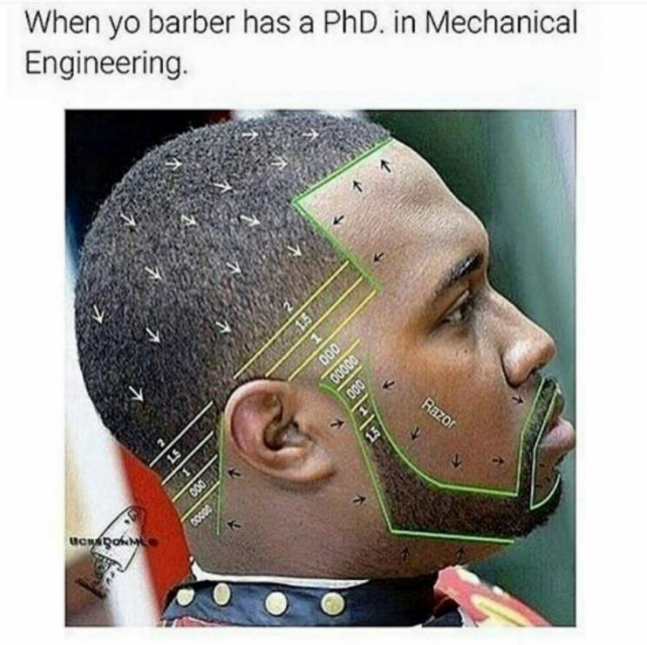
KYROPATRIS FIELD GENERATOR

Secutarii Peltasts and Hoplites are known to make full use of the Kyropatris Field Generator, a secondary defensive field that, instead of offering a protective barrier, creates a repulsive field that slows down incoming attacks, allowing for extra reaction time that could spell the difference between operation and shutdown. In greater numbers, the fields overlap, reducing the strength of ranged attacks in the manner of a Flare Shield.

A Kyropatris Field Generator allows the bearer to reroll failed Dodge tests of up to one degree of failure. The second result stands. For every two further bearers in the Maniple, the window of allowable Degrees of Failure increases by one. Essentially, if there are 1-2 bearers, failed Dodge tests of up to one Degree of Failure may be rerolled, while if there are 3-4 bearers in a maniple, failed Dodge tests of up to two Degrees of Failure may be rerolled. This effect caps at 5 bearers, and failed Dodge tests of up to three Degrees of Failure.

If at least ten members of a Maniple bear a Kyropatris Field Generator, then enemy ranged attacks against the shield's facing roll one less damage die for damage. For example, a Lascannon shot against the bearer of a would be reduced from 5d10+10 Pen 10 to 4d10+10 Pen 10. This has no effect on attacks made in melee, point blank explosives such as melta bombs, Haywire attacks, or extremely powerful destroyer weapons such as the Volcano Cannon.

As Comrades are considered to be equipped identically to players where applicable, the Kyropatris Field Generators of Comrades are considered when totaling the number of bearers.



ARCANA MECHANICUM

The Mechanicum can summon tens of thousands of years of archeotech legacy to turn upon their enemies. Often, this rarest of rare Archeotech is issued to the most trusted Archmagi or soldiers of a Forge World, these ancient relics able to turn the tide of entire theaters of battle. Whether or not they hail from Terra, Mars, or the farthest reaches of the galaxy, when the Arcana Mechanicum are deployed, there is little that can oppose them.

Relics are special in that they have no Availability, and thus cannot be purchased through Logistics – the GM may only issue them on a per-mission basis, usually as Mission Assignment Gear, but also on a special case by case basis if the Archmagi of the Taghmata deem such relics necessary. Relics are always considered Master-Crafted, and effects to damage are included in their profile. They may also possess special qualities – read their entry carefully!

ARKHAN'S DIVINATOR

Littered in the trash of ten thousand years of war are useful recoveries just waiting to be recovered by the Legiones Skitarii and the Taghmatas. To aid in their searches, the famed Technoarchaeologist Arkhan Land fashioned a gauntlet around an ancient Martian divining rod. One who wears this gauntlet will find their fingers twitching when near relics of incredible value or attack positions blessed by the Machine Trinity, the subsequent investigation revealing exactly the caliber of treasure needed to secure victory.

The bearer of Arkhan's Divinator may reroll failed Awareness and Tech Use tests. When the bearer or an ally in his Maniple spends a Fate Point, roll 1d10. On a 7+, the fate point is immediately refunded.

OMNISCIENT MASK

According to legend, the wearer of the Omniscient Mask can read the souls of men, rendered as legible as the binharic calligraphies of the Illuminatoria. This object is greatly venerated by the Skitarii, for those under its gaze fight all the harder, fearing he will be found wanting in the eyes of the Omnissiah's chosen.

The bearer of the Omniscient Mask is immune to Fear and Pinning, and may reroll failed Weapon Skill tests during the first round of each combat.

MASTER-CRAFTED WEAPONRY

Some wargear is above and beyond what most of humanity will ever see – such relics have usually been handcrafted or seen use by Legionary demigods or other heroes.

Master-Crafted is a Craftsmanship level above Best, granting +2 damage to ranged and melee weapons in addition to the normal benefits from Best-Craftsmanship. Master-Crafted Armor reduces the Penetration of enemy weapons by 25%, rounding down. Master-Crafted gear may provide additional benefits if the GM decides so.

Master-Crafted Wargear of any kind imposes a -70 to the Logistics Test to acquire such hallowed items, and may never benefit from any kind of bonus to the Logistics Test. Penalties, however, remain in effect. However, an object MAY be upgraded from Best to Master-Crafted, if the GM deems there to be appropriate tools and resources. It is up to the GM to set the number of Degrees of Success for the Crafting test (see Only War Core p. 115), but it should be suitably high, and ideally performed in the presence of a true master of their craft!

PATER RADIUM

The Legiones Skitarii theorize the Pater Radium is the heart of a nuclear reactor, the first of its kind to be built on Mars. The honor of its temporary installation is awarded to those who have acted on their own initiative and won the day. Sure, the thing melts you in short order, but you feel good about yourself when you wear it, and feeling good is better than not, isn't it?

The Pater Radium follows the rules for Rad Furnaces. Every round the bearer of the Pater Radium is in melee with an opponent, the opponent must make a Challenging (+0) Toughness test. If the test is failed, the enemy takes 1d5 Energy damage per Degree of Failure, ignoring armor and toughness.

PHASE TASER

The Phase Taser is a miracle of the Machine God, and crackles with extradimensional energy. Many Magi theorize it was something more than a tool of war, though everyone who gets close to its origins seems to disappear without a trace. The newer ranks of Magi are content to leave them in Skitarii hands, letting them zap enemies onto other dimensions.

Maybe the Crypteks who forged them prefer it that way?

Interdimensional Electrocution: After suffering at least one wound from this weapon, the enemy must make a Challenging (+0) Agility test or die like a bitch, unless they are immune to instant death in some way (Touched by the Fates, some sort of Eternal Warrior, etc)

PHOSPHOENIX

The blasphemous Tech-Priest Veriliad once saw Phosphex in action. It made him sad, so he blew up the STC for the stuff. This made a lot of other Techpriests sad, and so they fried the guy with one of the last Phosphex pistols in existence. Martian attempts to recreate Phosphex have failed ever since, and yet the Fabricator General of Mars says little on the matter. Just as silent are the Paragon Marked of Kane, far off in the Solaris Expanse, where the Phosphex yet flows freely, to everyone's chagrin…

The Phosphoenix inflicts its base damage, ignoring armor and toughness, if the enemy fails a Hard (-20) Toughness test from the Toxic quality.

SKULL OF ELDER NIKOLA

It's exactly what it sounds like.

Once per mission, as a Half Action, the bearer may perform a Challenging (+0) Tech Use test. If this test is successful, then all enemy vehicles, structures, and enemies with the Daemon Engine trait within a number of meters equal to the bearer's Intelligence Bonus multiplied by the Degrees of Success on the test all take 1d10 + X damage, where X is the bearer's Intelligence bonus, ignoring armor, and generate a result on the Haywire table. This counts as an attack action.

RAIMENT OF THE TECHNOMARTYR

This baroque suit of artificer armor contains dozens of eager, helpful machine sprites that buzz about like stinging insects. Though uncomfortable to wear, as it chafes between the legs something fierce, with a simple gesture the wearer can send out these sprites to his brethren, letting the excitable machine animas guide their weapons when even the soldier falters.

The Raiment of the Technomartyr follows the rules for Artificer Armor, but provides 12 Armor to all locations. The bearer may, as a Half Action, perform a Challenging (+0) Tech Use test. If this test is successful, the ranged weapons of the bearer and allies within 15m gain the Cognis Quality until the start of the bearer's next turn.

ANZION'S PSEUDOGENETOR

A nest of Mechadendrites constantly fidgeting and twitching, this unsettling device is nonetheless quite useful for dissecting alien organisms with efficiency, even in the midst of battle. Blood flies, paralytics are injected, and skin is peeled from muscle. The wearer watches with scientific interest as the now-autopsy concludes, filing away the results as the corpse collapses into piles of viscera.

Anzion's Pseudogenetor follows the rules for a Machinator Array. After the bearer has made a melee attack of any type, he may immediately perform the Lightning Attack action with the damage profile of Anzion's Pseudogenetor as a free action.

MASK OF THE ALPHA DOMINUS

Magi Dominus who fear the march of the Battle Automata take solace in the unthinking hulks of the Kastelans. By wearing a special mask, the Dominus can instantly reprogram these behemoths with but a simple thought pulse, though it fries the original directives.

The bearer of the Mask of the Alpha Dominus may, as a Free Action or Reaction, switch their Kastelan Robot's active Protocol. The original protocol, however, becomes unavailable until the conclusion of the mission. This relic has no effect on the Cybernetica Cortexes of true Battle Automata, for there is already something dark and predatory that lurks within those…

AUTOCADUCEUS OF ARKHAN LAND

The runic tip of this rod can impart blessed energy to anything metallic that the wielder strikes. Soldiers and vehicles struck will slowly piece themselves back together, as if repaired by the Technoarchaeologist himself.

The bearer of the Autocaduceus of Arkhan Land gains the Regeneration (Unmodified Toughness Bonus) trait. As a Half Action, the bearer may smack an ally or vehicle. This requires no test, as it is assumed the ally or vehicle generally wants to heal. Smacked allies gain the Regeneration (Unmodified Toughness Bonus) trait for a number of rounds equal to the bearer's Intelligence Bonus. Smacked vehicles roll 1d10 at the start of the pilot's turn. On a 7+, they restore a number of hull integrity equal to the

bearer's Intelligence Bonus. Once struck, the target must wait a number of hours equal to 8 minus the target's Toughness Bonus to benefit from the Autocaduceus again.

Uncreator Gauntlet

Originally devised to reverse-engineer lost technologies, the Uncreator Gauntlet releases xenotech fields which cause the target's chronology to rewind. If the timing is accurate, the field can restore the target to prime operational life, or leave it as a neatly arrayed pile of component parts.

This weapon adds double the user's Intelligence bonus to damage instead of Strength bonus. Instead of normal attacks, the bearer may make a single Melee Attack against an allied or enemy vehicle, structure, or enemy with the Daemon Engine trait. He then consults the table below to determine the result of his attack.

Result	Effect
1+ Degrees of Failure	GM decides if the target gains or loses 1d10 Hull Integrity.
1 Degree of Success	Bearer decides if the target gains or loses 1d10 Hull Integrity.
2 to 3 Degrees of Success	Bearer decides if the target gains or loses 1d10+X Hull Integrity, where X is the bearer's Intelligence bonus.
4+ Degrees of Success	Bearer rolls full weapon damage, and decides if the target gains or loses that many points of Hull Integrity.

Scryerskull Perspicatus

The Scryerskull Perspicatus is a tiny servo-skull that reads the battlefield as a cascade of binary code. Reviewing its output not only reveals treasures of the battlefield, but also the weaknesses of enemy vehicles found wanting in its sight.

The bearer of the Scryerskull Perspicatus may, as a Full Action, select an enemy vehicle, structure, or enemy with the Daemon Engine trait and perform a Challenging (+0) Tech Use test. If this test is successful, allies may reroll damage results against this target, the second result standing, until the start of the bearer's next turn.

Pater Cog-Tooth

Said to be the first Omnissian Axe ever made, the Pater Cog-Tooth glows with an aura of power, though that might just be the rad-emanations from the Schism of Mars.

The Pater Cog-Tooth follows the rules for an Omnissian Axe.

Cerebral Techno-Miter

The most famous of all cogitator engines is the Cerebral Techno-Miter, a secondary brain that connects to the user's brain and augments their mental capabilities. Even amidst the maelstrom of battle, the device runs complex algorithms to calculate the best source of action.

The bearer gains an extra Fate Point which may only be used to cast Canticles of the Omnissiah or Doctrina Imperatives.

This Relic may only be used by a Maniple who has selected the Graia homeworld.

Red Axe

A colossal cog-bladed axe edged in starmetal, which emits a crimson glow. So limited is this ore that only this weapon could be forged of the stuff. As a result, only the greatest arcane forging processes went into the weapon, and it can cut through any armor.

The Red Axe follows the rules for an Omnissian Axe. Attacks made with the Red Axe ignore Armor.

This Relic may only be used by a Maniple who has selected the Mars homeworld.

Solar Flare

A unique invention of the Forge World of Lucius that combines their knowledge of solar fusion and teleportation. When triggered, this personal teleportation device can burst the bearer through the warp in a blinding flash of light. Though many have tried, it is impossible to replicate.

Once per mission, as a Half Action, the bearer can teleport up to 150 meters in any direction, provided he remains at least 20 meters away from any enemies at point of egress.

This Relic may only be used by a Maniple who has selected the Lucius homeworld.

Adamantine Arm

A bionic arm of Metalican origin that has been far improved from the original, this relic is powered by batteries of micro-servo engines, and sheathed in adamantium, making it hit harder than any before it.

The Adamantine Arm follows the rules for Bionic Arms. It may be used as a weapon with its given profile, but may not perform the Swift Attack or Lightning Attack actions. When used as a weapon, add triple the user's Strength bonus to damage. Do ensure that you have a slot open for a bionic arm first – it would be awkward to lose an arm and be stuck with a stump when the relic is returned at the mission's completion. People would laugh at you.

This Relic may only be used by a Maniple who has selected the Metalica homeworld.

Omnissiah's Hand

The device known as Omnissiah's Hand is a gauntlet lined with a concealed array of Jokaero digital lasers. While it might be tech-heresy to most, the Magi of Stygies VIII are okay with it, so much they try to replicate it. All have failed though.

This weapon does not add the user's Strength bonus to damage. After making a successful Weapon Skill test as part of a Standard Attack, Swift Attack, Lightning Attack, the bearer may immediately make an additional secondary attack with the Omnissiah's Hand as part of the action. This Weapon Skill test is performed at a -10 penalty, rather than any bonus the action would normally give. Damage from the Omnissiah's Hand ignores armor, toughness, and defensive fields.

This Relic may only be used by a Maniple who has selected the Stygies VIII homeworld.

Weapon XCIX

The Forge World of Ryza believes in innovation, and many of their Techpriests have experimental weapons under development. One such weapon, known as XCIX, is an upgunned volkite weapon that has proven its prowess on multiple battlefields.

When this weapon scores Righteous Fury, it inflicts an additional 1d10 damage in addition to generating a critical hit result.

This Relic may only be used by a Maniple who has selected the Ryza homeworld.

Eye of Xi-Lexum

The Magos Xi-Lexum was a legend of Agripinaa, and none could match his acquisitorial triumphs. Eventually he died, but even in death he still serves. His skull was made into a servo-skull, and he can reveal the weaknesses of many foes, especially those twisted by Chaos and the Dark Mechanicum.

The bearer of the Eye of Xi-Lexum may, as a Half Action, select an enemy vehicle, structure, or enemy with the Daemon Engine trait and perform a Challenging (+0) Tech Use test. If this test is successful, allies may reroll damage results of 1 and 2 against the target, the second result standing, until the start of the bearer's next turn. If the enemy vehicle is a Chaos vehicle, structure, or possesses the Daemon Engine trait, allies may reroll all damage results against this target, the second result standing, until the start of the bearer's next turn.

This Relic may only be used by a Maniple who has selected the Agripinaa homeworld.

Name	Class	Range	RoF	Dam	Pen	Mag	Rld	Special
Arkhan's Divinator	Wargear	-	-	-	-	-	-	-
Omniscient Mask	Wargear	-	-	-	-	-	-	-
Pater Radium	Wargear	-	-	-	-	-	-	-
Phase Taser	Melee	-	-	1d10+10E	0	-	-	Power Field, Taser, Interdimensional Electrocution
Phosphoenix	Pistol	15m	S/-/-	2d10+5E	12	8	3 Full	Luminagen, Blast (3), Corrosive, Toxic*, Lingering Death, Crawling Fire
Skull of Elder Nikola	Wargear	-	-	-	-	-	-	-
Raiment of the Technomartyr	Armor	-	-	-	-	-	-	-
Anzion's Pseudogenetor	Wargear	-	-	-	-	-	-	-
Mask of the Alpha Dominus	Wargear	-	-	-	-	-	-	-
Autocaduceus of Arkhan Land	Wargear	-	-	-	-	-	-	-
Uncreator Gauntlet	Melee	-	-	2d10+2E	10	-	-	Power Field, Unwieldy
Scryerskull Perspicatus	Wargear	-	-	-	-	-	-	-
Pater Cog-Tooth	Melee	-	-	2d10+6E	8	-	-	Power Field, Unbalanced
Cerebral Techno-Miter	Wargear	-	-	-	-	-	-	-
Red Axe	Melee	-	-	1d10+6E	*	-	-	Power Field, Unbalanced
Solar Flare	Wargear	-	-	-	-	-	-	-
Adamantine Arm	Melee	-	-	2d10+5E	10	-	-	Power Field, Unwieldy
Omnissiah's Hand	Melee	-	-	1d10+3E	*	-	-	Power Field
Weapon XCIX	Heavy	165m	S/2/3	3d10+8E	6	30	4 Full	Deflagrate
Eye of Xi-Lexum	Wargear	-	-	-	-	-	-	-

SERVITORS

While the Imperium is no stranger to Servitors, the Magi of the Mechanicum use and maintain patterns that lesser Astra Militarum regiments can only dream of. Each are carefully maintained, and blessed with sacred unguents and batteries of litanies intended to guide the Servitor to victory. And then there are the Thralls of the Adsecularis. But nobody cares about those guys.

KATAPHRON BREACHER

Kataphron Breachers are heavy servitors slaved to the will of their Techpriest masters, and designed for siege breaching activities, as their name suggests. Equipped with tank treads capable of surging through most types of terrain, Kataphron Breachers are just as capable in melee as they are with heavy weapons at range.

Kataphron Breachers may be purchased with Logistics at the given rarity, or acquired through the Unusual Companion Talent purchased as if it was a Tier 3 talent. The ranged weapons on a Kataphron can be swapped, but are configured specifically for Kataphrons and cannot be used by humans. Weapons are selected at purchase. Kataphron Breachers may perform all general Servitor Directives, and may perform melee and ranged attacks with their equipped weapons if the owner spends a Full Action for that Kataphron. Kataphron Servitor Comrades are extremely robust, and have an additional Wound State. They can be Healthy, Lightly Wounded, Heavily Wounded, or Dead. Furthermore, they suffer no penalties for being Lightly Wounded, although they suffer the effects of being Heavily Wounded as normal.

Kataphron Breacher								
WS	**BS**	**S**	**T**	**Ag**	**Int**	**Per**	**WP**	**Fel**
30	**30**	**50**	**50**	**30**	**10**	**20**	**30**	**05**

Movement: 5/10/15/- **Wounds:** 20
Armor: Kataphron Breacherplate (All 8, Machine)
Total TB: 10
Skills: Awareness.
Talents: None.
Traits: Auto-Stabilized, Heavy Battle Servitor†, Machine, Size (Enormous/6), Sturdy, Unnatural Strength +5, Unnatural Toughness +5
Weapons: Heavy Arc Rifle OR Torsion Cannon, Arc Claw OR Hydraulic Claw
Gear: Internal Micro-Bead
†**Heavy Battle Servitor:** The Servitor may not perform the Run action, but heavy tracks increase its base movement speed by 2. If the Servitor has two ranged weapons, it may fire them as part of the same action with the Two Weapon Wielder Talent.
Availability: Near Unique

KATAPHRON DESTROYER

Kataphron Destroyers are lobotomized to ensure unswerving faith, and are assigned a single task at a time which they will never stray from. While each is a minor artillery piece, they are best used as "lighter" fire support, their more varied weapon loadout allowing for greater choice in target destruction. There are some that can say they see leftover remnants of sapience within their hateful eyes, but those people are full of shit. I hope.

Kataphron Destroyers may be purchased with Logistics at the given rarity, or acquired through the Unusual Companion Talent purchased as if it was a Tier 3 talent. The ranged weapons on a Kataphron can be swapped, but are configured specifically for Kataphrons and cannot be used by humans. Weapons are selected at purchase. Kataphron Destroyers may perform all general Servitor Directives, and may perform ranged attacks with their equipped weapons if the owner spends a Full Action for that Kataphron. Kataphron Servitor Comrades are extremely robust, and have an additional Wound State. They can be Healthy, Lightly Wounded, Heavily Wounded, or Dead. Furthermore, they suffer no penalties for being Lightly Wounded, although they suffer the effects of being Heavily Wounded as normal.

Kataphron Destroyer								
WS	**BS**	**S**	**T**	**Ag**	**Int**	**Per**	**WP**	**Fel**
30	**30**	**50**	**50**	**30**	**10**	**20**	**30**	**05**

Movement: 5/10/15/- **Wounds:** 20
Armor: Kataphron Demiplate (All 6, Machine)
Total TB: 10
Skills: Awareness.
Talents: Ambidextrous, Two Weapon Wielder.
Traits: Auto-Stabilized, Heavy Battle Servitor†, Machine, Size (Enormous/6), Sturdy, Unnatural Strength +5, Unnatural Toughness +5
Weapons: Plasma Culverin OR Heavy Grav Cannon, Phosphor Blaster OR Cognis Flamer
Gear: Internal Micro-Bead
†**Heavy Battle Servitor:** The Servitor may not perform the Run action, but heavy tracks increase its base movement speed by 2. If the Servitor has two ranged weapons, it may fire them as part of the same

action with the Two Weapon Wielder Talent.
Availability: Near Unique

SERVO-AUTOMATA

Affectionately called "Servo-Squids" by those who work heavily with them, Servo-Automata are adorable constructs who float slightly above the ground, their armored frames as tough as a Kataphron. They are capable of being armed with a variety of basic and heavy weapons, and float dutifully behind their Techpriest owner, happily chirping all the while. They make squeaking sounds when one hugs them.

Servo-Automata may be purchased with Logistics at the given rarity, or acquired through the Unusual Companion Talent purchased as if it was a Tier 2 talent. The ranged weapons on Servo-Automata may be swapped.

Servo-Automata are capable of mounting Melee weapons of any kind, Las-Locks, Flamers, Maxim Bolters, Rotor Cannons, Heavy Bolters, or Multi-Meltas.

Servo-Automata								
WS	**BS**	**S**	**T**	**Ag**	**Int**	**Per**	**WP**	**Fel**
30	**30**	**40**	**50**	**30**	**10**	**20**	**30**	**05**

Movement: 6/12/18/36 **Wounds:** 10
Armor: Machine (4)
Total TB: 10
Skills: Awareness, Dodge, Tech Use
Talents: None.
Traits: Auto-Stabilized, Hover (6), Servo-Automata Support†, Cybernetica Control††, Machine (4), Unnatural Strength +4, Unnatural Toughness +5
Weapons: Maxim Bolter OR Flamer.
Gear: Internal Micro-Bead
†**Servo-Automata Support:** If the Servo-Automata is within 1m of its owner, it grants a +10 to Tech Use tests when repairing Vehicles and Battle Automata.
††**Cybernetica Control:** The Servo-automata is capable of enhanced action when directly supervised, making it superior to regular servitors. As long as the Servo-automata is in Cohesion with its owner, its owner may, as a Half Action, fire the Servo-automata's equipped weapon rather than their own. If the owner bears a Cybernetica Cortex, the Servo-Automata instead gains its own Half Action that it may use to fire its own weapon independently of its owner. Servo-Squid is doing its best, please wait warmly.
Availability: Very Rare

TECH THRALLS

Ranked lower than servitors on the totem pole of the Mechanicum, Adsecularis are garbage given a gun and walked into enemy fire to absorb bullets. They can provide some fire support, but most Techpriests disregard them for the more favorable Servitors available to them. Only the Magi Lacyraemarta seem to use them, augmenting their defensive potential with Alchemistry both sanctioned and not.

Tech Thralls may be purchased with Logistics at the given rarity, acquired through the Unusual Companion Talent purchased as if it was a Tier 1 talent, or through the Magos Lacyraemarta's special talent. The weapons on Tech Thralls may be swapped between Las-locks, Mitralocks, and Heavy Chainblades.

Tech Thralls may not perform Servitor Directives, but one may perform melee and ranged attacks with their equipped weapons if the owner spends a Full Action for that Tech Thrall.

Tech Thrall Adsecularis								
WS	**BS**	**S**	**T**	**Ag**	**Int**	**Per**	**WP**	**Fel**
20	**20**	**40**	**30**	**20**	**05**	**20**	**20**	**-**

Movement: 2/4/6/12 **Wounds:** 8
Armor: Flak Armor (4, Machine)
Total TB: 3
Skills: None.
Talents: Defensive Augmentation.
Traits: Machine, Unnatural Strength +2
Weapons: Laslock OR Mitralock.
Gear: Internal Micro-Bead
Availability: Scarce

BATTLE AUTOMATA

While mere flesh and blood is not enough, and Spess Mehreens are too far away, the armies of the Imperium turn to one group – the Legio Cybernetica, the oldest of the branches of the Mechanicum. Distrusted heavily due to a little problem called the Men of Iron, the Magi of the Legio Cybernetica must take oaths of loyalty far harsher than others.

Nominally organized into Cohorts of similar robots, Battle Automata would be mere mindless toddlers who march forward, all guns blazing, if not for their minders, the Magi Dominus. Using a device called a Cortex Controller, the Magi imbue the Automata Cortex with limited reason, tactical sense, and self-preservation – neither truly alive and sapient, nor unthinking and unfeeling. Their minds are incapable of revolt, only hatred against their enemies.

For those terrified of the past, there is the Kastelan Robot. Replacing its Cortex Controller for a datawafer system, the Kastelan is the "safest" robot available to the Legio Cybernetica, one where even the barest hint of independent action is completely and utterly removed.

Of course, the Legio Cybernetica are not the only ones to make use of Battle Automata – studies of vehicles such as the Chaos Decimator show horrific similarities between their Daemonic essence containers and the plastic fleshy mass known as the Cybernetica Cortex…

Most Battle Automata have the following traits.

†**Cybernetic Resilience:** The Battle Automata may reroll failed Toughness tests from the Toxic quality, and is immune to the Fleshbane quality. However, when hit by an attack with the Haywire quality, the Battle Automata must make a Challenging (+0) Toughness test, or take 1d10 wounds ignoring armor and toughness, in addition to the normal Haywire effects.

Programmed Behavior: Unless within 30m of a Cortex Controller, the Battle Automata must follow a programmed set of restrictions, outlined as below.

Methodical: The Battle Automata may not perform the Run action, and must move towards the closest enemy unit it is able to harm.
Target Priority: The Battle Automata must fire all of its weapons against the closest enemy within 30m any of its weapons are able to harm. If this is not the case, it is free to select targets as normal.
Onslaught: The Battle Automata must charge the closest enemy within 30m if able. The Charge attack mandated by Onslaught takes precedence over ranged attacks mandated by Fire Protocols.
Fire Protocols: The Battle Automata must fire up to three of its weapons at the same target designated by Target Priority. These weapons may be of the Pistol, Basic, Heavy class, or any combination of the three, and must fire at the highest rate of fire. The Automata receives no bonus to the Ballistic Skill from rate of fire, however. This combined singular "Fire Protocols Attack" is a Half Action.

For example, a Vorax outside of a cortex controller must first Half-Move towards the nearest enemy. It must fire its Lightning Gun and its two Rotor Cannons at a singular target. It must fire a single shot of its lightning gun, and perform two Full Auto attacks with its rotor cannons, ending its turn. The following round, it must charge if in range. Otherwise, it returns to moving and shooting.

When in range of a cortex controller, the Fire Protocols Attack is instead a Full Action, may benefit from bonuses to the Ballistic Skill from rate of fire, and the target(s) may be freely selected by the bearer of the Cortex Controller.

Reactor Blast: Upon reducing the Battle Automata to zero wounds, the Automata may make a Challenging (+0) Tech Use test. If successful, the Battle Automata's Atomantic reactor explodes, dealing 1d10+9 Energy damage with Pen 0 to everything (ally or enemy) within 5m.

Battle Automata may be purchased with Logistics at the given rarity, or acquired through the Unusual Companion Talent purchased as if it was a Tier 1 talent (Scyllax), Tier 2 Talent (Vorax), Tier 3 talent (All Other Automata or Robots).

SCYLLAX-CLASS GUARDIAN AUTOMATA

Unlike pure combat automata, the Scyllax-class Guardian Automata are designed to stay near and assist high level Magi and Cybertheurgists of the Mechanicum. Floating across the battlefield on metal tendrils, Scyllax Guardian Automata stop at nothing to defend their charge. When in their presence they are a storm of blade and bolter shots, but without the guiding mind of a Magos, they are little more than stationary defense turrets.

Scyllax								
WS	**BS**	**S**	**T**	**Ag**	**Int**	**Per**	**WP**	**Fel**
35	**40**	**40**	**35**	**30**	**35**	**30**	**35**	**-**

Movement: 4/8/12/24 **Wounds:** 20
Armor: Machine (All 6) **Total TB:** 9
Skills: Awareness +10, Dodge, Navigate (Surface), Security, Tech Use
Talents: Resistance (Psychic Powers), Two Weapon Wielder (Ballistic, Melee), Gunslinger, Sidearm, Blade Dancer
Traits: Auto-Stabilized, Dark Sight, Guardian Servitor Protocols†, Machine (6), Unnatural Strength (+4), Unnatural Toughness (+6), Size (Hulking/5)
Weapons: Scyllax Bolter, Mechadendrite Combat Array
Gear: Rad Furnace††
Availability: Very Rare

†**Guardian Servitor Protocols:** As long as the Scyllax-class Guardian Automata are within 100m of an ally with a Cortex Controller or Mechanicus Implants, they possess the Fearless trait and may act as an independent ally on the owner's initiative. Outside of this range, the Scyllax must make a Challenging (+0) Intelligence test or remain stationary. They may fire at and select targets as normal.

††**Rad Furnace:** The Scyllax contain within them a burning Irad furnace that can weaken friend and foe alike. Allies and enemies in the same melee as the Scyllax Guardian Automata suffer -1 to their base Toughness Bonus. This can reduce Unnatural Toughness according to the modifier (for example, TB4 Unnatural x2 for TB8 will become TB3 Unnatural x2 for TB6). Only other bearers of a Rad Furnace are immune to this effect.

In addition, the Scyllax Guardian-Automata gains a +30 bonus to Toughness tests caused by weapons with the Toxic or Rad-Phage Qualities.

VORAX-CLASS BATTLE AUTOMATA

A hunter-killer robot, the Vorax is derived from the ancient Crusader template. Nominally in the form of a praying mantis, the Vorax is capable of bending and adjusting its form in many ways to seek out and destroy its enemies. Speed is its greatest asset, as it is not as heavily armed and armored as its brethren.

Vorax								
WS	**BS**	**S**	**T**	**Ag**	**Int**	**Per**	**WP**	**Fel**
35	**45**	**45**	**40**	**40**	**35**	**30**	**35**	**-**

Movement: 6/12/18/36 **Wounds:** 30
Armor: Machine (All 6) **Total TB:** 12
Skills: Awareness +20, Dodge +10, Contortionist +10, Navigate (Surface), Shadowing, Silent Move, Security, Tech Use, Tracking +20
Talents: Fearless, Resistance (Psychic Powers), Two Weapon Wielder (Ballistic, Melee), Gunslinger, Sidearm, Blade Dancer
Traits: Auto-Stabilized, Machine (6), Unnatural Strength (+4), Unnatural Toughness (+8), Size (Enormous/6), Cybernetic Resilience, Programmed Behavior
Weapons: Lightning Gun, Two Rotor Cannons, Two Battle Automata Power Blades
Gear: Infravisor
Availability: Extremely Rare

CASTELLAX-CLASS BATTLE AUTOMATA

A general purpose Battle Automata, the Castellax is designed for siege work and shock assaults, housing a particularly aggressive machine spirit to better rip apart its enemies.

Castellax								
WS	**BS**	**S**	**T**	**Ag**	**Int**	**Per**	**WP**	**Fel**
35	**45**	**55**	**50**	**30**	**25**	**30**	**35**	**-**

Movement: 5/10/15/30 **Wounds:** 40
Armor: Machine (All 8) **Total TB:** 15
Atomantic Shielding (PR35 Field, PR20 when in Melee, does not Overload under normal circumstances)
Skills: Awareness +10, Dodge, Tech Use
Talents: Berserk Charge, Fearless, Resistance (Psychic Powers), Two Weapon Wielder (Ballistic, Melee), Gunslinger, Sidearm, Blade Dancer
Traits: Auto-Stabilized, Machine (8), Unnatural Strength (+5), Unnatural Toughness (+10), Size (Enormous/6), Cybernetic Resilience†, Programmed Behavior, Reactor Blast
Weapons: Mauler Bolt Cannon, Two Bolters, Two Shock Chargers

Gear: None
Availability: Extremely Rare

DOMITAR-CLASS BATTLE AUTOMATA

The Domitar is an evolution of the ancient Conquerer template, and built as an angry metal battering ram and linebreaker. Now limited to only the most intrepid and daring of Forge Worlds, the Domitar represents to the common man the terrible legacy of the Horus Heresy.

Domitar								
WS	**BS**	**S**	**T**	**Ag**	**Int**	**Per**	**WP**	**Fel**
45	**35**	**45**	**60**	**35**	**20**	**30**	**40**	**-**

Movement: 6/12/18/36 **Wounds:** 45
Armor: Machine (All 8) **Total TB:** 18
Atomantic Shielding (PR35 Field, PR20 when in Melee, does not Overload under normal circumstances)
Skills: Awareness, Dodge, Tech Use
Talents: Fearless, Resistance (Psychic Powers), Berserk Charge), Two Weapon Wielder (Melee) , Gunslinger, Sidearm, Blade Dancer
Traits: Auto-Stabilized, Brutal Charge, Machine (8), Unnatural Strength (+4), Unnatural Toughness (+12), Size (Massive/7), Cybernetic Resilience, Programmed Behavior, Reactor Blast, Crusader†
†**Crusader:** The Battle Automata may charge according to its Run distance, rather than its Charge distance.
Weapons: Domitar Missile Launcher, Two Graviton Hammers
Gear: None.
Availability: Near Unique

ARLATAX-CLASS BATTLE AUTOMATA

The Arlatax is a further modification of the Conqueror template, stripping down some non-essential armored components for a relatively "lightweight" jump-pack equipped shock assault automata.

Arlatax								
WS	**BS**	**S**	**T**	**Ag**	**Int**	**Per**	**WP**	**Fel**
45	**35**	**65**	**55**	**45**	**20**	**30**	**40**	**-**

Movement: 6/12/18/36 **Wounds:** 45
Armor: Machine (All 8) **Total TB:** 15
Atomantic Shielding (PR35 Field, PR20 when in Melee, does not Overload under normal circumstances)
Skills: Awareness, Dodge, Pilot (Personal), Tech Use
Talents: Fearless, Resistance (Psychic Powers), Berserk Charge, Two Weapon Wielder (Melee), Gunslinger, Sidearm, Blade Dancer, Swift Attack
Traits: Auto-Stabilized, Brutal Charge, Machine (8), Unnatural Strength (+8), Unnatural Toughness (+10), Size (Massive/7), Cybernetic Resilience, Programmed Behavior, Reactor Blast, Feel No Pain†
†**Feel No Pain:** The Arlatax can shrug off minor damage. When taking hits from a weapon with Pen 8 or less, the Arlatax may roll 1d10. On an 8+, that hit is ignored.
Weapons: Two Arlatax Power Claws, Plasma Blaster, 3 Frag Grenades
Gear: Jump Pack
Availability: Near Unique

THANATAR-CLASS SIEGE AUTOMATA

A Siege Automata designed as a walking artillery rather than a combat unit, the Thanatar excels at a single thing – blowing everything you ever loved up, soaking it in hot, sticky, white…plasma. Its toughness is legendary – most small arms are beyond the ability to harm it. It has come to destroy, and nothing can stop its programmed mission.

Thanatar								
WS	**BS**	**S**	**T**	**Ag**	**Int**	**Per**	**WP**	**Fel**
35	**45**	**65**	**60**	**20**	**30**	**30**	**40**	**-**

Movement: 5/10/15/30 **Wounds:** 50
Armor: Machine (All 12) **Total TB:** 18
Atomantic Shielding (PR35 Field, PR20 when in Melee, does not Overload under normal circumstances)
Skills: Awareness, Dodge, Tech Use
Talents: Fearless, Resistance (Psychic Powers), Two Weapon Wielder (Ballistic, Melee), Gunslinger, Sidearm, Blade Dancer
Traits: Auto-Stabilized, Machine (12), Unnatural Strength (+12), Unnatural Toughness (+12), Size (Massive/7), Cybernetic Resilience, Programmed Behavior, Reactor Blast, Lumbering Advance†
†**Lumbering Advance:** The Siege Automata may not take the Run Action.
Weapons: Twin-Linked Mauler Bolt Cannon, Hellex Plasma Mortar, Two Big Fucking Fists (1d10+18I, Pen 12)
Gear: Infravisor
Availability: Near Unique

THANATAR-CLASS PATTERNS

Thanatar Siege Automata may replace their Hellex Plasma Mortar with alternative weaponry, switching their designation and battlefield role. Each Thanatar below shares the same profile and characteristics as

the standard Thanatar, with the exception of weaponry.

Thanatar-Calix Siege Automata
The Thanatar-Calix replaces its Hellex Plasma Mortar with a heavy lascannon with its origins in the honored Cult of Sollex. You may remember them – they're based out of Calixis.

Weapons: Twin-Linked Mauler Bolt Cannon, Sollex Pattern heavy lascannon, Graviton Ram, One Big Fucking Fist (1d10+18I, Pen 12)

Thanatar-Cynis Siege Automata
Perhaps it is best the origins of the Thanatar-Cynis are only remembered by a scant few. The Thananatar-Cynis's Plasma Ejectors were an attempt by the Forge World of Esteban III to dethrone the forge world of Ryza as pre-eminent masters of plasma. One of these forge worlds would later fall to the Dark Mechanicum – care to guess which?

Weapons: One Mauler Bolt Cannon, Two Cynis Pattern Plasma Ejectors, Two Big Fucking Fists (1d10+18I, Pen 12)

KASTELAN ROBOT

Ancient patterns of robot dating back to before even the Great Crusade, Kastelan Robots are babysat by their Cybernetica Datasmiths, who are too pussy to use real battle automata. The effectiveness of a Kastelan cannot be downplayed easily, however – they have abilities that in some case exceed their Battle Automata successors.

Kastelan Robots, being controlled by their datawafers rather than direct action by the Datasmith, will always spend a half action to remain in cohesion with their owner, and their second half action to either fire all ranged weapons they possess, or attack an enemy with all melee weapons they possess, at an enemy designated by the Datasmith. If the Datasmith dies or burns fate to live, the Kastelan Robot will instead perform half-action movements to the nearest enemy, and their second half action to attack as described above, unless the Kastelan is incapable of movement due to Datawafer assignment, in which case it will just shoot or punch whatever's in range.

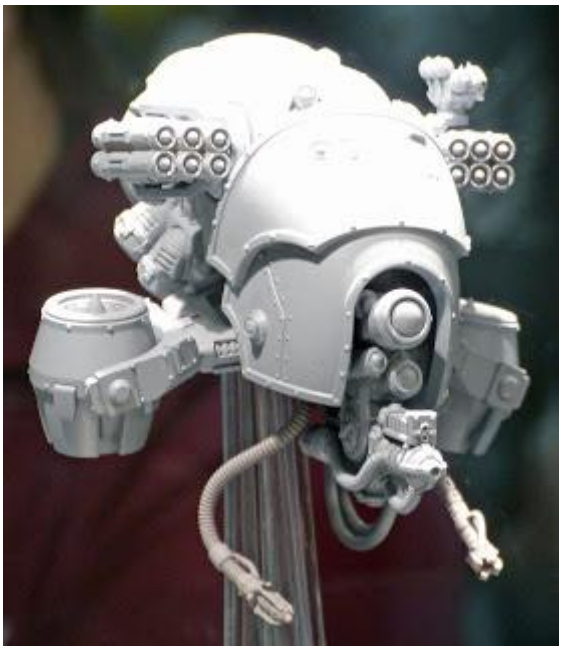
Kastelan								
WS	**BS**	**S**	**T**	**Ag**	**Int**	**Per**	**WP**	**Fel**
35	**35**	**60**	**50**	**20**	**-**	**30**	**25**	**-**

Movement: 5/10/15/30 **Wounds:** 30
Armor: Kastelan Battlehide (All 8, Machine)
Total TB: 15
Repulsor Grid (PR35 Field. If a hit is successfully shielded, the Kastelan may immediately reflect the attack back at the firer with a -10 Ballistic Skill test.)
Skills: Awareness, Dodge
Talents: Fearless, Two Weapon Wielder (Ballistic, Melee), Gunslinger, Sidearm, Blade Dancer
Traits: Auto-Stabilized, Machine, Unnatural Strength (+6), Unnatural Toughness (+10), Size (Enormous/6)
Weapons: Carapace Incendine Combustor OR Heavy Phosphor Blaster, Two Arm-Mounts which may equip a Power Fist OR a Twin-Linked Heavy Phosphor Blaster.
Gear: None
Availability: Extremely Rare

VULTARAX-CLASS STRATOS AUTOMATA

The most widespread Stratos Automata pattern in use by the Legio Cybernetica, this basically means that it's a robot that can fly. Despite the usual limitations of the Cybernetica Cortex still present in their potato frames, it contains sophisticated sensory gear and targeting systems that allow it to target enemy flyers, and act as a high-mobility scout, rapid response unit, and anti-air duelist.

In case you were wondering, this is the base frame that would eventually become the Nurgle Blight Drone, although the Blight Drone would be barely half the size of this thing.



Vultarax								
WS	**BS**	**S**	**T**	**Ag**	**Int**	**Per**	**WP**	**Fel**
35	**45**	**45**	**50**	**30**	**30**	**30**	**40**	**-**

Movement: 15/30/45/60 **Wounds:** 45
Armor: Machine (All 8) **Total TB:** 15
Skills: Awareness, Pilot (Aeronautica) +20, Dodge +10, Tech Use
Talents: Fearless, Resistance (Psychic Powers), Two Weapon Wielder (Ballistic, Melee), Gunslinger, Sidearm, Blade Dancer
Traits: Auto-Stabilized, Machine (8), Unnatural Strength (+4), Unnatural Toughness (+10), Size (Massive/7), Cybernetic Resilience, Programmed Behavior (Stratos Automata Augment)†, Reactor Blast, Dark-Sight, Flyer (15)
†Programmed Behavior (Stratos-Automata Augment): The Vultarax Stratos Automata is capable of limited target selection and independent action. Limited. When outside of a cortex controller, the Programmed Behavior rule applies as normal. However, the Vultarax ignores the Methodical component of the rule, and may prioritize flying vehicles, flying creatures, or other enemies with the Flya trait rather over other targets as part of the Target Priority component of the rule.
Weapons: Vultarax Arc Blaster, two Setheno-Pattern Havoc Launchers
Gear: Flare Shield, Enhanced Targeting Array, Searchlight
Availability: Near Unique

BATTLE AUTOMATA WEAPONRY

The Battle Automata of the Legio Cybernetica wield a number of rare and powerful weaponry. Care should be taken that they are pointed at the enemy, and well maintained with prayer and sacred unguents. Battle Automata, however, are quite modular, sharing components with other Imperial technology like Dreadnoughts, and their armaments can often be switched out by well prepared Magi. While a Battle Automata, when bought, comes with its default weaponry and gear, additional gear may be purchased and outfitted separately. Battle Automata are automatically proficient in any weapon equipped to them.

Scyllax Guardian Automata are often customizable by those they are designed to protect, and can mount weapons from the following list in place of their standard Scyllax Bolters: Rotor Cannon, Flamer, Volkite Charger, Meltagun, Graviton Gun, Rad-Cleanser, Plasma Gun. Alternatively, the Scyllax may be purchased with an Mechadendrite Combat Array Enhancement instead of a Scyllax Bolter at no change to availability, granting the Scyllax the Swift Attack Talent.

Vorax Battle Automata, being fast and "light" scout automata, can mount Irad Cleansers in place of their Lightning Gun.

Castellax Battle Automata are very modular, and may mount Multi-Meltas or Darkfire Cannons in place of their Mauler Boltcannons. They may mount Basic-class Flamers of any pattern in place of their Bolters. They may mount Automata Power Blades in place of their Shock Chargers. Alternatively, it may replace one of its arms (removing a Shock Charger/Power Blade and Bolter/Flamer) with a Siege Wrecker.

Arlatax Battle Automata can be configured for a variety of melee combats. One Arlatax Power Claw may be replaced with an Arc Scourge.

Vultarax Stratos-Automata can equip Automata Power Blades in addition to their normal weapons.

If a weapon possesses the Haywire (0) quality, then the Haywire quality is triggered only against the enemy hit – there is no blast quality.

BOLTER

Your basic, run of the mill, handheld rapid-fire rocket launcher, now fitted for Battle Automata.

FLAMER

Fire has been mankind's friend for 450,000 years. Can you abandon a friend? Not when that friend makes problems go away, leaving naught but ash.

MELTAGUN

Firing superheated gases at short ranges, the Meltagun is given to those brave or stupid enough to charge a tank head-on.

VOLKITE CHARGER

A martian deathray firing a red beam that, upon contact with an enemy, superheats them like a microwave, resulting in a wet-sounding pop. The Charger is the rifle-sized variant.

Deflagrate: For every hit that inflicted at least one Wound on an opponent, resolve an additional automatic hit, rolling for damage as normal. These additional hits do not inflict further hits themselves.

PLASMA GUN

For when heavy infantry really needs to die, the Plasma Gun is a poweful standby against most man-sized targets.

PLASMA BLASTER

Better understood during ages gone by, the Plasma Blaster is a design that dates to the Great Crusade, able to saturate an unfortunate target in superheated plasma at almost no risk to the operator.

Volatile: The weapon automatically confirms Righteous Fury on a roll of 10 for damage.

GRAVITON GUN

Graviton Weaponry was not meant to be a weapon in the first place. Its worth in the dark days of the Horus Heresy, however, meant the weapons would be refined and improved over the following 10,000 years. The weapon's ability to crush enemies with the weight of their own armor quickly gave it a niche in armored combat.

Graviton Wave: Everything caught in the gun's blast area is violently pressed to the floor and must take a Very Hard (–30) Strength Test or be knocked down. Being thrown to a solid surface from a standing position and forced to the ground in this way is enough to inflict 1d5 I (Primitive) Damage—treat

this as effecting the Body location—although what the character or object is thrown against and how far they fall may well make this effect far worse. Additionally, anyone attempting to move or perform physical actions within the blast radius for 2d5 Rounds afterwards must first pass an Opposed Strength Test versus Strength 60 (Unnatural (×2)) each Round. At the GMs discretion, the flux may shatter brittle objects, collapse loose flooring, rupture containment vessels, damage vehicles and machinery, plus wreak any other chaos deemed appropriate.

Battle Automata Power Blade

Ranging in pattern between scythe-like protrusions of the Vorax, and the circular power saws of the Castellax, Battle Automata Power Blades are powered by the limitless energy of the Automata's Atomantic Reactor to fuel their hungry molecular disruption fields.

Battle Automata Shock Chargers

Augments to a Battle Automata's close combat ability, Shock Chargers grant a supercharged edge to the close combat attacks of the equipped Automata.

Lightning Gun

A baroquely designed carbine connected directly to a reactor core, this gun functions exactly as advertised – it shoots fucking Lightning at things. The stream of ions is powerful enough to maul both the living and the mechanical.

Rotor Cannon

The predecessor of the Assault Cannon, the Rotor Cannon is a multi-barreled heavy stubber that can put out a prodigious amounts of fire, though far weaker than its successor.

Rotor Cannons may be acquired with Bio-Corrosive Rounds in addition to its normal rounds, increasing the Availability to Extremely Rare. Bio-Corrosive Rounds halve the weapon's range, and add the Toxic (2) and Corrosive Qualities.

Irad Cleanser

Firing waves of debilitating radiation as opposed to flame, the Irad Cleanser can wither an enemy's strength away, slowly but surely.

Fleshbane: Damage from this attack ignores Toughness Bonus. Armor functions normally.

Rad-Phage: Upon taking wounds, the enemy must make a Challenging (+0) Toughness Test or suffer 2d10 Toughness Damage.

Darkfire Cannon

Arcane beam weapons that fire needle-thin lances of black energy able to pierce the densest armor, and require careful maintenance lest the weapon consume the wielder in raging black flame, these weapons are rumored to be xenos in origin.

Wait, RUMORED? Son, who else uses "beams of black energy" as an anti-tank weapon with the Lance special rule? You know the answer. Go on, say it. I'll wait.

Mauler Bolt Cannon

More sophisticated than most bolt weaponry, the Mauler Bolt Cannon is bulkier and more powerful, firing larger caliber rounds than even the Heavy Bolter.

Domitar Missile Launcher

The Missile Launcher mounted upon a Domitar Battle Automata was designed by the Ordo Reductor to breach xenos dens and burn the occupants within.

Arlatax Power Claw

Great claws for a robot designed to be pointed at a direction and blend everything in its way, the Arlatax Power Claws are an excellent offensive tool in the Arlatax's arsenal. Arlatax Power Claws include a light rapid-fire autocannon within them for ranged suppression.

Arc Scourge

A lash-like weapon equipped with a multi-spectrum disruption field, this weapon uses a lot of big words to strike everything around it and deliver a pulse that can easily slice through any armor.

Armorbane: Against Vehicles, Structures, and enemies with the Daemon Engine trait, the weapon's Penetration is doubled.

Siege Wrecker

Taking the form of drills or energy borers, the Siege Wrecker is designed to destroy enemy bunkers and fortifications. When fielded with a Siege Wrecker, a Battle Automata has one singular job – open the gates.

Structural Collapse: The wielder adds their Strength Bonus to the weapon's Penetration against stationary

structures and fortifications. If the target fortification is destroyed, the area is considered clear terrain.

Scyllax Bolter
The Scyllax Bolter is a purpose built weapon built to interface with the Scyllax Guardian Automata, and exclusively use the superior Kraken Bolts for penetrating medium armor.

Mechadendrite Combat Array
An ever-spinning, ever cutting combination of mechadendrites, chainblades, and energy weapons, the Mechadendrite Combat Array allows the Scyllax Guardian Automata to spin its weaponry around in a horrific maelstrom that catches every enemy in range.

Maelstrom: If 3 or more Degrees of Success are achieved on the Weapon Skill test, an additional attack is generated. A Weapon Skill test is performed as normal. Bonus attacks do NOT generate further attacks.

Dismemberment: The Mechadendrite Combat Array may be used as a Full Action with the Dismemberment profile instead of its normal profile.

Hellex Plasma Mortar
The monstrous Hellex Plasma Mortar is a siege cannon, an upscaled plasma weapon that can crumble fortifications without struggle. Detonating ABOVE the targets, the waves of plasma energy wash over enemies, denying them their cover and exposing them for all to see and shoot.

Stable Firing Platform: If the Thanatar Siege Automata has taken any form of Move action (voluntary or not), the Hellex Plasma Mortar's range is reduced to 30m – 100m. Note that the 30m range is the MINIMUM range – the weapon cannot be fired within this range. Range brackets are calculated as normal from the second value.

Plasma Wave: Any Armor granted from cover is calculated from the center of the blast radius, not the position of the firer. In addition, protection provided by cover in the blast radius is permanently reduced by the full amount of the weapon's Penetration value (12), instead of by 1. This effect may stack, as cover is pummeled and destroyed.

Sollex Pattern Heavy Lascannon
A supercharged lascannon created during the Age of Strife by the Cult of Sollex, masters of light and energy, the Sollex Pattern Heavy Lascannon is rare even amongst the Mechanicum, each sanctioned and blessed beyond the norm before distributed to those who require them.

Cynis-Pattern Plasma Ejector
The last sad legacy of the traitor forge world of Estaban III, the Cynis-Pattern Plasma Ejector trades the reliability, range, and blast of the Hellex Plasma Mortar for rate of fire and volatility. One can reduce a battlefield to ash with this weapon, though there is a high chance of the Thanatar bearing it being reduced to slag as well.

Graviton Hammer
A compact version of the Graviton Ram, the Graviton Hammer amplify the Domitar's melee attacks with gravitic force.

Graviton Wall: Enemies attacking the bearer the weapon in Melee suffer a -10 penalty to their attacks if using the Swift Attack talent, and a -20 penalty if using the Lightning Attack talent.

Graviton Ram
A simple device for mining and excavation during the Dark Age of Technology, the Mechanicum has altered the weapon to pulverize anything it touches.

Vultarax Arc Blaster
The Vultarax Arc Blaster is an Arc Weapon similar to the Heavy Arc Rifles used by other Mechanicum ground troopers, but capable of higher rates of fire and more concentrated bursts of energy.

Setheno-Pattern Havoc Launcher
The Precursor to the Cyclone Missile Launcher used by the Astartes, these cumbersome missile systems nonetheless contain bloodthirsty data-djinn that seek out and destroy enemies, no matter where they run.

Setheno-Djinn: Successful Dodge tests taken against this weapon must be rerolled. The second result stands.

Name	Class	Range	RoF	Dam	Pen	Mag	Rld	Special	Availability
Bolter	Basic	100m	S/3/-	1d10+5X	4	24	Full	Tearing	Very Rare
Flamer	Basic	20m	S/-/-	1d10+4E	2	6	2 Full	Flame, Spray	Scarce
Meltagun	Basic	20m	S/-/-	2d10+10E	12	5	Full	Melta	Very Rare
Volkite Charger	Basic	55m	S/2/-	2d10+3E	4	20	3 Full	Deflagrate	Very Rare
Graviton Gun	Heavy	30m	S/-/-	-	-	3	2 Full	Blast (5), Concussive, Graviton Wave, Haywire (5)	Near Unique
Plasma Gun	Basic	90m	S/2/-	1d10+8E	10	20	5 Full	Overheats, Maximal	Very Rare
Plasma Blaster	Basic	60m	S/2/-	2d10+8E	12	6	2 Full	Volatile, Maximal	Very Rare
Battle Automata Power Blade	Melee	-	-	1d10+3E	12	-	-	Power Field, Tearing	Very Rare
Siege Wrecker	Melee	-	-	2d10+7I	10	-	-	Power Field, Proven (3), Unwieldy, Structural Collapse	Extremely Rare
Lightning Gun	Basic	50m	S/-/-	3d10+8E	4	-	-	Integrated, Tearing, Razor Sharp	Extremely Rare
Rotor Cannon	Heavy	150m	-/6/10	1d10+6I	3	200	3 Full	Tearing	Rare
Irad Cleanser	Basic	30m	S/-/-	1d10+3E	4	20	4 Full	Spray, Fleshbane, Rad-Phage	Very Rare
Darkfire Cannon	Heavy	375m	S/2/-	2d10+14E	5	-	-	Felling (1), Proven (4), Overheats, Lance, Integrated	Near Unique
Mauler Bolt Cannon	Heavy	90m	-/-/6	2d10+8X	8	60	Full	Tearing	Extremely Rare
Domitar Missile Launcher (Krak)	Heavy	300m	S/-/-	3d10+10X	10	20	Half	-	Very Rare
(Ignis Frag)	Heavy	300m	S/-/-	2d10+3X	2	20	Half	Blast (3), Flame, Ignores Cover	
Arlatax Power Claw	Melee	-	-	1d10+7E	12	-	-	Power Field, Tearing	Very Rare
(Ranged)	Basic	90m	-/-/3	2d10+9I	6	60	2 Full	-	
Arc Scourge	Melee	-	-	1d10+2E	12	-	-	Power Field, Armorbane, Concussive, Flexible	Extremely Rare
Scyllax Bolter	Basic	150m	S/3/-	1d10+9X	6	24	Full	Tearing	Extremely Rare
Mechadendrite Combat Array	Melee	-	-	1d10+5R	4	-	-	Tearing, Maelstrom	Very Rare
(Dismemberment)				1d10+10R	12	-	-	Tearing, Unwieldy	
Battle Automata Shock Charger	Melee	-	-	1d10+2E	10	-	-	Concussive, Unwieldy	Very Rare
Graviton Hammer	Melee	-	-	2d10I	15	-	-	Concussive, Unwieldy, Graviton Wall, Structural Collapse	Extremely Rare
Graviton Ram (Melee)	Melee	-	-	3d10I	15	-	-	Concussive, Unwieldy, Graviton Wall, Structural Collapse	Near Unique
(Ranged)	Heavy	30m	S/-/-	-	6	10	2 Full	Concussive, Graviton Wave, Spray, Haywire (0)	
Hellex Plasma Mortar	Heavy	30m - 300m	S/-/-	3d10+10X	12	20	6 Full	Blast (8), Plasma Wave, Stable Firing Platform	Near Unique
Sollex Pattern Heavy Lascannon	Heavy	350m	S/-/-	3d10+30E	12	12	5 Full	Proven (4)	Near Unique
Cynis-Pattern Plasma Ejectors	Heavy	60m	-/2/-	2d10+12E	10	16	6 Full	Overheats, Maximal, Blast (3), Plasma Wave	Near Unique
Vultarax Arc Blaster	Heavy	100m	S/2/3	2d10+12E	4	30	3 Full	Haywire (0), Tearing	Near Unique
Setheno-Pattern Havoc Launchers	Heavy	100m	S/2/-	2d10+3X	4	20	3 Full	Blast (4), Devastating (2), Twin-Linked, Setheno-Djinn	Extremely Rare

BATTLE AUTOMATA EQUIPMENT

Battle Automata may be augmented with additional gear to fit their mission. While such things inevitably increase the cost of the Battle Automata, the increase in effectiveness is often worth it. The following Equipment may ONLY be applied to Battle Automata.

SEARCHLIGHT

For all those times you need to shed a little light on a subject, the simple Searchlight is the answer. The bearer may make a Challenging (+0) Perception test to focus the searchlight on a target. As long as the target is illuminated, attacks made against the target suffer no penalties to darkness.

INFRAVISOR

Allowing the Automata to see in multiple spectra of light, nothing can hide from them. The Infravisor grants the Dark Sight trait and +30 to vision-based Perception tests in darkness, but the test to avoid blindness from Photon Flash Grenades is Arduous (-40) instead of Challenging (+0).

ENHANCED TARGETING ARRAY

Containing advanced cogitators to assist the Battle Automata's already prodigious targeting systems, The Enhanced Targeting Array will turn the Automata every shot into a devastating hit. An Enhanced Targeting Array reduces the dificulty of Ballistic Skill tests by one step, adds two degrees of success to each successful Ballistic Skill test, and counts the value of cover enemies are in as 4 lower.

Name	Availability
Searchlight	Plentiful
Infravisor	Rare
Enhanced Targeting Array	Near Unique

NEW VEHICLES

The vehicles available to the Mechanicum shore up a number of weaknesses noted in pure infantry formations. Unlike the Astra Militarum vehicles, which are standardized to the point of being retardproof, Mechanicum Vehicles are heavily customizable, and carry numerous examples of Archeotech as standard issue. Some vehicles gain effectiveness based on their role, while others are able to be rebuilt and refit on a whim, depending on the required mission.

KRIOS BATTLE TANK

Maniples of the Mechanicum Taghmata go to war bearing ancient patterns of tank far more advanced than the common tanks available to the Astra Militarum. These tanks, provided durability by internal energy fields rather than heavy armor, mount devastating weapons and relics of the Age of Strife. The Krios mounts a wide-range Lightning Cannon, which fires an electromagnetic beam that vaporizes flesh and armor on contact. The Krios can also be configured in the Venator pattern with a Pulsar Fusil, a rapid-firing particle beam cannon that explosively detonate on contact with their target.

Particle cannons? Electromagnetic beams that flay the flesh and armor away? Spindly construction protected by shields that exist at their greatest at locations of attack? Huh…

Type: Ground Vehicle (Tracked)
Tactical Speed: 12m
Cruising Speed: 35 kph
Maneuverability: -10
Structural Integrity: 50
Size: Massive/7
Armour: Front 36, Side 30, Rear 25
Crew: Driver
Carrying Capacity: None.

Weapons

One Hull Mounted Weapon (Selected at Maniple Generation)

Lightning Cannon (300m, S/-/-, 3d10+8E, Pen 8, Tearing, Razor Sharp, Blast (10), Devastating (5))
Pulsar Fusil (100m, S/4/-, 5d10+10E, Pen 10, Proven (3))
Two Sponson-Mounted Volkite Sentinels (55m, S/2/-, 2d10+3E, Pen 4, Deflagrate, Sentinel Protocols)

Sentinel Protocols: Sentinel weapons may be fired in Semi-Auto mode at any targets in range (chosen by the Driver, at BS 40) as a Free Action each. They do not count towards the Driver's number of attacks.

Special Rules

Galvanic Traction Drive: The vehicle treats all terrain as open terrain.
Flare Shield: The Flare Shield is a special protective field that, instead of offering a protection rating, weakens enemy attacks before they reach the vehicle's armor. Enemy ranged attacks against the shield's facing roll one less damage die for damage. Enemy ranged attacks with the Blast or Spray rule are reduced by a further damage die. For example, a Lascannon shot against a Flare Shield would be reduced from 5d10+10 Pen 10 to 4d10+10 Pen 10. This has no effect on attacks made in melee, point blank explosives such as melta bombs, Haywire attacks, or extremely powerful destroyer weapons such as the Volcano Cannon.
Blessed Autosimulacra: Automated repair systems keep a vehicle functioning, repairing the damage of the battle slowly but surely. At the end of the driver's turn, roll a 1d10. On a 9+, the vehicle recovers a number of lost structural integrity equal to the character's unmodified Intelligence bonus.

TRIAROS ARMOURED CONVEYOR

The primary transport of the Mechanicum Taghmatas and Explorator Fleets, the Triaros Armoured Conveyor forgoes STC designs for systems held as arcana by the Mechanicum. It is protected by the same shields as its attendant Krios, but its most prominent feature is its Shock Ram, generating a charge so powerful that a simple ram can pierce tank armor.

Plus, the thing looks like an art deco train. You get to drive around and crush things in an art deco train. How sick is that? My inner child is jumping for joy.

Type: Ground Vehicle (Tracked)
Tactical Speed: 10m
Cruising Speed: 30 kph
Maneuverability: -15
Structural Integrity: 60
Size: Massive/7
Armour: Front 40, Side 30, Rear 30

Crew: Driver
Carrying Capacity: 20 Infantry and supporting gear. Also includes charging ports for las weaponry, servitors, and potentia coils.

Weapons

One Hull Mounted Mauler Bolt Cannon (90m, -/-/6, 2d10+8X, Pen 8, Tearing)

Two Sponson-Mounted Volkite Sentinels (55m, S/2/-, 2d10+3E, Pen 4, Deflagrate, Sentinel Protocols)

Special Rules

Galvanic Traction Drive
Flare Shield
Blessed Autosimulacra
Environmentally Sealed
Reinforced Hull

Shock Ram: Employing an anbaric ram akin to a giant power weapon, the Shock Ram destroys all it comes in contact with. When executing the Ram Full Action, the Triaros counts its armor value as 50, and the Ram attack has the Haywire quality. When executing the Ram Full action against non-vehicle targets, the Shock Ram inflicts 1d5 hits (allocated to the closest enemy first, one hit per enemy) for 2d10+8E Pen 4 with the Shocking Quality.

KARACNOS ASSAULT TANK

An artillery variant of the Triaros Armored Conveyor, this platform replaces transport capacity for a bunch of Karacnos radiological warheads, which saturate an area with radiation to clear it for the Mechanicum's acquisition teams. A true tank as opposed to dedicated artillery, the Karacnos can weather enemy hits and soak the enemy in cancer.

Type: Ground Vehicle (Tracked)
Tactical Speed: 10m
Cruising Speed: 30 kph
Maneuverability: -15
Structural Integrity: 60
Size: Massive/7
Armour: Front 40, Side 30, Rear 30
Crew: Driver
Carrying Capacity: None.

Weapons

One Hull Mounted Karacnos Mortar Battery (350m, -/-/3, 2d10+3E, Pen 6, Indirect, Blast (3), Fleshbane, Rad-Phage, Ignores Cover, Pinning)

Two Sponson-Mounted Lightning-Blast Sentinels (60m, S/3/-, 3d10+8E, Pen 4, Tearing, Razor Sharp, Devastating (3), Sentinel Protocols)

Special Rules

Searchlight
Galvanic Traction Drive
Flare Shield
Environmentally Sealed
Reinforced Hull
Shock Ram

Hazardous Munitions: When the Karacnos is destroyed, or suffers a critical hit that destroys its Karacnos Mortar Battery, the vehicle immediately explodes in a rad-soaked mess, inflicting 2d10+3E damage with a Pen of 6 and the Fleshbane and Rad-Phage qualities to everything within 2d10+10m.

MACROCARID EXPLORATOR

The term Macrocarid Explorator is a catch-all for any vehicle used as generic frontline combat, command, and exploration vehicles by the Magi of the Mechanicum. Featuring a hermetically-sealed hull and a modular construction that can take a wide variety of weapons, no two Macrocarids are truly the same. Seriously, I cannot think of a more kustomizeable vehicle unless you bring the Orkz into this. To think, these vehicles started out as Land Raiders, usually of the Proteus pattern, and then the Magos got a little too frisky with the machine spirit…

Type: Ground Vehicle (Tracked)
Tactical Speed: 15m
Cruising Speed: 70 kph
Maneuverability: +0
Structural Integrity: 60
Size: Massive/7
Armour: Front 40, Side 40, Rear 40
Crew: Driver, Hull Gunner, 2 Sponson Gunners, Servo-Rig Operator
Carrying Capacity: 10 Infantry and supporting gear. Also includes charging ports for las weaponry, servitors, and potentia coils.

Weapons

One Hull Mounted Weapon (Selected at Maniple Generation)

Mauler Bolt Cannon (90m, -/-/6, 2d10+8X, Pen 8, Tearing)
Volkite Culverin (280m, S/2/4, 2d10+9E, Pen 4, Deflagrate)

Multi-Melta (60m, S/-/-, 2d10+16E, Pen 12, Melta, Blast (1))
Twin-Linked Plasma Fusil (100m, S/2/4, 2d10E, Pen 6, Twin-Linked)
Macrocarid Rad Cleanser (30m, S/-/-, 1d10+3E, Pen 4, Spray, Fleshbane, Radphage, Tearing)
Lascannon (300m, S/-/-, 5d10+10E, Pen 10, Proven(3))
Conversion Beamer (150m, S/-/-, Damage Below)
-Short Range (Target<75m): 1d10+6E, Pen 4, Blast 1
-Medium Range (75m <= Target<=150m): 2d10+8E, Pen 8, Blast 2
-Long Range (150m<Target): 3d10+10E, Pen 12, Blast 3
Graviton Imploder (90m, S/3/5, 2d10I, Pen 10, Concussive (2), Graviton)

Two Sponson Weapons (Selected at Maniple Generation)

Two Twin-Linked Mauler Bolt Cannon (90m, -/-/6,, 2d10+8X, Pen 8, Tearing, Twin-Linked)
Two Twin-Linked Lascannon ((300m, S/-/-, 5d10+10E, Pen 10, Proven (3), Twin-Linked)
Two Irad Engines (50m, S/-/-, 1d10+12E, Pen 8, Spray, Fleshbane, Radphage, Torrent)

Special Rules

Reinforced Hull
Environmentally Sealed
Searchlight
Smoke Launchers
Blessed Autosimulacra

Augury Scanner: The driver of a Macrocarid Explorator may make a Challenging (+0) Awareness test as a Free Action to identify the exact location of any nearby enemies and allies. This Awareness test does not identify what the enemy is, nor remove any cover bonuses they have.

Servo-Rig: A set of manipulators, actuators, repair tools, and weapons mounted to the Macrocarid Explorator, the Servo-Rig operator may attempt a Challenging (+0) Tech Use test on allied vehicles within 8m as a Half Action, allowing the vehicle to recover hull integrity equal to the Servo-Rig operator's Intelligence Bonus plus the number of Degrees of Success on the test. This may be used on the Macrocarid Explorator itself. The Servo-Rig may be used as a weapon with the following profile.

Servo Rig (8m, S/-/-, 3d10+10E, Pen 12)

Power of the Machine Spirit: When firing the vehicle's weapons, the vehicle driver may fire one additional weapon system. That weapon's firing is directed by the pilot character, but uses the Machine Spirit's BS of 50. The attack does not benefit from any Talents or other attributes the driver possesses (in effect, it is being fired by the Machine Spirit).

MINOTAUR

An ancient design that cannot be traced, the tank designated "Minotaur" is the name for a variety of self-propelled heavy artillery tanks. Intended for artillery support in the middle of a pitched battle, the Minotaur could hammer a fortification, and chug away on its own power. Over time, these tanks would become ever rarer, as they were supplanted by the much cheaper Basilisk. The Ordo Reductor, however, continues to use them, relying on shield technology rather than slabs of heavy armor.

Type: Ground Vehicle (Tracked)
Tactical Speed: 8m
Cruising Speed: 25 kph
Maneuverability: -15
Structural Integrity: 65
Size: Massive/7
Armour: Front 35, Side 30, Rear 35
Crew: Driver, Gunner
Carrying Capacity: None.

Weapons

One rear-facing Dual Earthshaker Cannon (3500m, S/-/-, 4d10+10X, Pen 8, Mag 2, Rld Full, Blast (20), Concussive (5), Indirect (5), Twin-Linked)

The Indirect quality on the Dual Earthshaker Cannon can be removed or re-added if the crew spends a Full Action.

Special Rules

Searchlight
Smoke Launchers
Reinforced Armor
Blessed Autosimulacra
Flare Shield (Rear Facing)

TERRAX PATTERN TERMITE ASSAULT DRILL

Now here's a real blast from the past. Straight from the 1980's comes the Termite, a subterranean digging vehicle capable of transporting troops. Designed on Terra to remove burrowing xenos species, the Termite travels swiftly underground, bypassing surface defenses, and disgorges troops into enemy weak points. The Termite is used across the Excertus Imperialis, though different branches tend to use different loadouts.

Type: Ground Vehicle (Tracked)
Tactical Speed: 5m (Above Ground), 15m (Underground)
Cruising Speed: 20 kph (Above Ground), 70 kph (Underground)
Maneuverability: -30 (Above Ground), +0 (Underground)
Structural Integrity: 30
Size: Enormous / 6
Armour: Front 30, Side 30, Rear 20
Crew: Driver, 2 Gunners
Carrying Capacity: 12 Infantry and wargear. The Termite is incapable of transporting objects or entities of size Hulking / 5 or larger.

Weapons

Two Gunner-Operated Sponson Weapons (Selected at Maniple Generation)

Heavy Flamer (30m, S/–/–, 1d10+5E, Pen 4, Mag 20, 2 Full, Flame, Spray)
Twin-Linked Volkite Charger (55m, S/2/-, 2d10+3E, Pen 4, Mag 40, 6 Full, Deflagrate, Twin-Linked) *

Special Rules

Ground Vehicle
Ponderous (Above Ground)
Reinforced Hull
Blessed Autosimulacra

Subterranean Assault: The first round of combat that the vehicle breaches the surface, and troops begin to disembark, is considered a Surprise round.

Terrestrial Disregard: When a Termite breaches the surface for the first time in combat, the closest vehicle within 5m of the breaching point automatically suffers a single hit, inflicting 3d10+30E damage with a Pen of 0 against the vehicle's Side armor. Infantry within 15m of the breaching point instead automatically suffer 2d5 hits, each inflicting 2d10+8I damage with a Pen of 6. Each hit is allocated by the driver of the Termite to a different target, and no target may take more than a single hit from the attack. At the conclusion of the breach, all terrain within 15m of the breaching point is considered Difficult Terrain.

Melta Cutters: The Termite treats all Difficult Terrain as open ground and ignores the effects of surface Weather and Unnatural Conditions. In addition, when executing a Ram action, the action inflicts an additional 2d10 damage, and is resolved at Pen 24.

ORDINATUS MINORIS

POWER UP THE BASS CANNON! The Ordinatus Minoris are "tinier" cousins of the Ordinatus Majoris unique to a world. Rarer than even Titans, Ordinatus Minoris such as the Ulator, Sagittar, and Urkallac are chassis built around a single gargantuan weapon system, and given doctrinal blessings by the Centurio Ordinatus. These things are SO sacred, that nobody really knows how they work, not even the guys that build them. But still, if you ever wanted to fire a goddamn Dubstep gun, this is your vehicle.

Type: Ground Vehicle (Tracked, Super-Heavy)
Tactical Speed: 8m
Cruising Speed: 25 kph
Maneuverability: -30
Structural Integrity: 140
Size: Monumental/9
Armour: Front 40, Side 35, Rear 35
Crew: Driver, 3 Gunners.
Carrying Capacity: None.

Weapons

One Driver-Operated Hull Mounted Weapon (Selected at Maniple Generation)

Sagittar Belicosa-Pattern Volcano Cannon (3000m, S/-/-, 10d10+20E, Pen 20, Blast (8), Felling (6), Destroyer, Machine Destroyer)
Ulator Sonic Destructor / THE BASS CANNON (500m, S/-/-, X, Pen 12, Pinning, Armorbane, Blast (10), Sonic Wave)

Three Turret-Mounted Volkite Culverins (280m, S/2/4, 2d10+9E, Pen 4, Deflagrate)

Destroyer: Any target of Size (5) or lower is instantly incinerated.

Machine Destroyer: Against Vehicles, Structures, and enemies with the Daemon Engine trait, damage rolls of 1 or 2 may be rerolled. The second result stands.

Sonic Wave: This weapon ignores the armor granted by cover, and non-vehicle enemies wounded must make a Challenging (+0) Toughness test or die like a bitch. Once fired, this weapon draws a line from its origin to its maximum range. EVERYTHING under this line, including the space taken by the blast quality, is hit. Enemies take 1d10+1 damage per point of its Size quality – for example, a normal human is Size Average / 4, and would therefore take 4d10+4 damage.

APOCALYPTIC EXPLOSION!

The containment of the vehicle's plasma reactor breaches, resulting in a horrific explosion. Roll 2d10 and multiply the result by 10. This is the blast zone. Everything within the blast zone takes 5d10+10 E damage, with a Pen of 10 (roll once for everyone). Reduce the rolled damage result by 2 for every full 10 meters the target is from the exploding vehicle. Where the vehicle once stood are only a few charred pieces and a giant crater plated in molten glass.

Special Rules

Anbaric Claw
Armored Ceramite
Blessed Autosimulacra
Reinforced Armor
Reinforced Structure
Ordinatus Dispersion Shield
Ordinatus Reactor Meltdown

Reinforced Structure: The vehicle possesses a PR20 field that does not overload, representing hits bouncing off armored surfaces.

Ordinatus Reactor Meltdown: When this vehicle is destroyed, it automatically suffers an Apocalyptic Explosion at double the maximum range result. Damage is rolled as normal.

Ordinatus Dispersion Shield: The Ordinatus uses a supercharged Flare Shield that pisses out over time as capacitors burn out. During the first round of combat, enemy ranged attacks against the shield's facing roll three less damage die for damage, and Critical results are reduced by three. During the second round of combat, enemy ranged attacks against the shield's facing roll two less damage die for damage, and Critical results are reduced by two. For the third and subsequent rounds, enemy ranged attacks against the shield's facing roll one less damage die for damage, and Critical results are reduced by one.

ORDINATUS AKTAEUS

The most recognizable and most common of the Ordinatus Minoris used by the Mechanicum, the Ordinatus Aktaeus, or "Imperial Mole" to those outside the Mechanicum, is a super-heavy transport designed to insert heavy troopers to the center of a battlefield. Based on ancient terrascaping and earthshaping engines, the Aktaeus possesses few defensive weapons, but its melta drill makes it deadly effective in siege work.

The Ordinatus Aktaeus is different enough from previous Ordinatus Engines that it receives its own statblock. In addition, the Ordinatus Aktaeus statblock is split into the Ordinatus Platform and the Aktaeus Earthbreaker, as the two can detach and operate separately.

Ordinatus Platform
Type: Ground Vehicle (Tracked, Super-Heavy)
Tactical Speed: 8m
Cruising Speed: 25 kph
Maneuverability: -30
Structural Integrity: 140
Size: Monumental/9
Armour: Front 40, Side 40, Rear 30
Crew: Driver, 2 Gunners.
Carrying Capacity: One Aktaeus Earthbreaker.

Aktaeus Earthbreaker
Type: Ground Vehicle (Tracked)
Tactical Speed: 4m (Above Ground), 12m (Underground)
Cruising Speed: 15 kph (Above Ground), 60 kph (Underground)
Maneuverability: -40 (Above Ground), +0 (Underground)
Structural Integrity: 100
Size: Immense / 8
Armour: Front 40, Side 40, Rear 30
Crew: Driver, 2 Gunners
Carrying Capacity: 40 Infantry and wargear. The Aktaeus Earthbreaker may also carry up to three Battle Automata, each counting as 8 infantry.

Weapons

Ordinatus Platform
Two Turret-Mounted Volkite Culverins (280m, S/2/4, 2d10+9E, Pen 4, Deflagrate)

Aktaeus Earthbreaker
One Terrebrax Rocket Battery (300m, -/-/12, 3d10+8X, Pen 4, Blast (1))

Special Rules – Ordinatus Platform

Anbaric Claw
Armored Ceramite
Blessed Autosimulacra
Reinforced Armor
Reinforced Structure
Ordinatus Dispersion Shield
Ordinatus Reactor Meltdown

Seismic Shockwave: As long as the Aktaeus Earthbreaker is mounted upon the Ordinatus Platform, once per Encounter, as a Full Action, the Aktaeus Earthbreaker may be turned to the ground to cause a Seismic Shockwave. When this is performed, the Ordinatus Aktaeus may no longer move until the end of the encounter, as the drill is generating shockwaves. At the start of each subsequent combat round, select a point within 100 meters of the Ordinatus Platform's front arc. Everything, ally or enemy, within X meters of this point suffers 1d5 hits, inflicting 3d10+8I damage with a Pen of 6, where X is 15 times the number of rounds the Seismic Shockwave has been active. Any terrain within range of the Seismic Shockwave becomes Arduous.

Special Rules – Aktaeus Earthbreaker

Reinforced Armor
Subterranean Assault

Terrestrial Disregard (Aktaeus): When an Aktaeus Earthbreaker breaches the surface for the first time in combat, the closest vehicle within 5m of the breaching point automatically suffers 1d5 hits, inflicting 3d10+30E damage with a Pen of 12 against the vehicle's Side armor. Infantry within 15m of the breaching point instead automatically suffer 2d5 hits, each inflicting 3d10+30I damage with a Pen of 12. Each hit is allocated by the driver of the Termite to a different target, and no target may take more than a single hit from the attack. At the conclusion of the

breach, all terrain within 15m of the breaching point is considered Difficult Terrain.

Aktaeus-class Seismic Excavator Macro-drill: The Aktaeus Earthbreaker possesses a macro-drill that can both aid in tunneling the vehicle, or act as an earthshaping weapon. The Aktaeus Earthbreaker begins mounted upon the Ordinatus Platform. So long as the Aktaeus Earthbreaker remains docked, the Ordinatus Platform uses the Ordinatus Platform statblock for all damage, movement, etc. Launching the Aktaeus Earthbreaker will separate the vehicle from the Ordinatus Platform, a process taking one hour, that cannot be sped up by any means (those prayers are important). Once detached, the Aktaeus Earthbreaker uses its own profile – the Ordinatus Platform is considered to be far off the battlefield, a great distance away.

The Aktaeus Earthbreaker treats all Difficult Terrain as open ground and ignores the effects of surface Weather and Unnatural Conditions. In addition, when executing a Ram action, the action inflicts an additional 3d10 damage, and is resolved at Pen 24.

ONAGER DUNECRAWLER

Spider-tanks that look suspiciously similar to the Defiler tanks that Chaos uses, the Onager Dunecrawlers mount heavy weapons, and provide a key method of anti-air to the Taghmatas. Their Emanatus force fields can overlap, increasing in strength based on the number of Onagers marching forward.

Type: Ground Vehicle (Walker)
Tactical Speed: 12m
Cruising Speed: 30 kph
Maneuverability: +5
Structural Integrity: 30
Size: Massive/7
Armour: Front 28, Side 28, Rear 20
Crew: Driver, Gunner.
Carrying Capacity: None.

Weapons

One Driver-Operated Hull Mounted Weapon (Selected at Maniple Generation)

Eradication Beamer (Varies on Range)
-0-25m, S/-/-, 3d10+30E, Pen 15, Mag 20, 4 Full
-25-60m, S/-/-, 3d10+10E, Pen 8, Blast (3)
-60-250m, S/-/-, 2d10+9E, Pen 4, Blast (5)
Twin-Linked Heavy Phosphor Blaster (250m, S/2/3, 2d10+9E, Pen 8, Mag 32, 3 Full, Luminagen, Twin-Linked)
Neutron Laser (300m, 3d10+30E, Pen 15, Mag 20, 4 Full, Blast (3), Concussive (3)) and Cognis Heavy Stubber (120m, -/-/10, 1d10+5I, Pen 3, Mag 200, 2 Full, Cognis)
Icarus Array (Three weapons fired as one Attack action. Attacks against ground targets suffer a -20 penalty. All weapons have the Anti-Air (Advanced) trait. All weapons reloaded at once (6 Full).
-Daedalus Missile Launcher (300m, S/-/-. 3d10+8X Pen 12, Mag 10, Rld 2 Full)
-Gatling Rocket Launcher (300m, -/-/5, 2d10+9X, Pen 6, Mag 50, Rld 2 Full)
-Twin Icarus Autocannon (300m, S/3/-. 3d10+8I, Pen 4, Mag 60, Rld 2 Full, Twin-Linked)

One Gunner-Operated Pintle-Mounted Cognis Heavy Stubber (120m, -/-/10, 1d10+5I, Pen 3, Mag 200, 2 Full, Cognis, Twin-Linked)

Special Rules

Searchlight
Broad-Spectrum Data Tether
Emanatus Force Field

Broad Spectrum Data Tether: When a character within 15m of a vehicle with this upgrade spends a Fate Point to use a Doctrina Imperative of any type, they gain a +10 bonus to Willpower until the start of their next turn. This bonus does NOT stack with the bonus granted from the enhanced data tether available to infantry.

Emanatus Force Field: The vehicle has a PR20 force field, which does not overload under normal conditions. For every other Onager Dunecrawler within 10m, the field strength increases by +15, to a maximum of PR50.

IRONSTRIDER

An honest-to-Omnissiah perpetual motion engine, these vehicles cannot be turned off because they can't be turned back on again! The Ironstrider is driven to battle by a hardened member of the Skitarius, and guided through the field by a servitor in a gimp suit, in search of specific targets to destroy to further the Taghmata's goals. They may be configured to Ballistarius pattern or Sydonian pattern, depending on the needs of the Magi.

Type: Ground Vehicle (Walker)
Tactical Speed: 15m
Cruising Speed: 50 kph
Maneuverability: +10
Structural Integrity: 20
Size: Enormous/7
Armour: Front 24, Side 24, Rear 24
Crew: Driver
Carrying Capacity: None.

Weapons

Ballistarius Pattern
One Twin-Linked Cognis Autocannon (Heavy, 300m, S/3/-, 3d10+8I, Pen 6, Mag 20, 2 Full, Reliable, Cognis, Twin-Linked) OR one Twin-Linked Cognis Lascannon (Heavy, 300m, S/-/-, 5d10+10E, Pen 10, Mag 5, Rld 2 Full, Proven (3), Cognis, Twin-Linked)

Sydonian Pattern
One Taser Lance (Melee, 1d10+12E Joust / 1d10+8E, Pen 0, Power Field, Taser) OR Radium Jezzail (150m, S/2/-, 1d10+3E, Pen 4, Mag 24, 3 Full, Rad-Phage, Accurate). Gain the Incense Cloud Special Rule.

Special Rules

Searchlight
Broad-Spectrum Data Tether

Incense Cloud: The Ironstrider grants itself and allies the Fog, Mist, Shadow, or Smoke Combat Circumstance (Only War p. 253) in a 5m Radius.

ORDO REDUCTOR ARTILLERY TANK

Beyond the weird and wonderful shit the Mechanicum uses, the Ordo Reductor is often known to make heavy use of Artillery Tanks. There is no defined pattern of these tanks, as each is purpose-equipped for specific battlefield tasks. Some will function as linebreakers, charging forward to bring heavy weapons to bear, while others will drop bombs and other ordnance from far away. Considered disposable by Magos Reductors, it is almost seen as wasteful by the Omnissiah's faithful outside the Mechanicum, and almost blasphemous within it.

The Ordo Reductor Artillery Tank functions as two tiers – Tier 1 turns the Artillery Tank into a more direct linebreaker platform, while Tier 2 outfits the Artillery Tank into an indirect support platform. Depending on how many points were paid during regiment creation, changing the tank's role based on battlefield need can happen – if a regiment paid for Tier 1, they may only select between weapons of Tier 1. However, if they paid for a Tier 2 Artillery Tank, they may freely select weapons from both Tier 1 and 2. Depending on battlefield conditions, downtime opportunities and GM prerogative, the Artillery Tank's weapons may be switched between available tiers to better suit battlefield needs at the time. Pintle weapons may be freely swapped as needed, independent of Tiers.

Type: Ground Vehicle (Tracked)
Tactical Speed: 12m
Cruising Speed: 50 kph
Maneuverability: -5
Structural Integrity: 40**Size:** Massive/7
Armour: Front 28, Side 20, Rear 20
Crew: Driver, 2 Gunners, 1 Commander
Carrying Capacity: None.

Weapons

One Driver-Operated Hull Mounted Front Weapon (Selected at Maniple Generation)

Heavy Bolter (150m, -/-/6, 1d10+8X, Pen 5, Mag 60, Rld 2 Full, Tearing)
Heavy Flamer (30m, S/-/-, 1d10+5E Pen 4, Mag 20, Rld 2 Full, Flame, Spray)

One Gunner-Operated Pintle-Mounted Weapon (Selected at Maniple Generation)

Twin-Linked Bolter (Basic, 100m, S/3/-, 1d10+5X, Pen 4, Mag 48, 2 Full, Tearing, Twin-Linked)
Heavy Bolter (150m, -/-/6, 1d10+8X, Pen 5, Mag 60, Rld 2 Full, Tearing)
Heavy Flamer (30m, S/-/-, 1d10+5E Pen 4, Mag 20, Rld 2 Full, Flame, Spray)

Weapons (Tier 1)

One Commander-Operated Turret-Mounted Weapon (Selected at Maniple Generation)

Demolisher Cannon (50m, S/-/-, 4d10+20X, Pen 10, Mag 2, Rld Full, Blast (10), Concussive (3))
Quad Lascannon (300m, S/2/-, 5d10+10E, Pen 12, Mag 60, Rld 4 Full, Proven (3), Twin-Linked)
Dual Melta-Cannon (75m, S/-/- 2d10+18E, Pen 12, Mag 20, Rld 2Full, Blast (6), Melta, Twin-Linked)
Whirlwind Launcher with Vengeance and Castellan Missiles
-Vengeance Missiles (300m, S/-/-, 3d10+5X, Pen 6, Mag 10, Rld 2 Full, Blast (10), Indirect (2))
-Castellan Missiles (300m, S/-/-, 2d10+5E, Pen 4, Mag 10, Rld 2Full, Blast 10, Tearing, Indirect (2), Ignores AP granted from Cover)
Whirlwind Launcher with Hyperios Missiles
-Hyperios Missiles (500m, S/-/-, 4d10+15X, Pen 8, Mag 10, Rld 2Full, Anti-Air (Advanced))

Weapons (Tier 2)

One Commander-Operated Turret-Mounted Weapon (Selected at Maniple Generation)

Earthshaker Cannon (3500m, S/-/-, 4d10+10X, Pen 8, Mag 1, Rld Full, Blast (20), Concussive (3), Indirect (5))
Medusa Cannon w/ Phosphex Shells
-Medusa Shells (1050m, S/-/-, 3d10+30X, Pen 12, Mag 1, Rld Full, Blast (10), Indirect (3))
-Phosphex Shells (1050m, S/-/-, 2d10+5E, Pen 12, Mag 1, Rld Full, Blast (10), Corrosive, Toxic*, Lingering Death, Crawling Fire, Indirect (3))
Mars-Colossus Bombard (2100m, S/-/-, 3d10+8X, Pen 8, Mag 1, Rld 2 Full, Blast (30), Concussive (2), Indirect (4), Causes Pinning)

The Indirect quality can be removed from or re-added to any weapon in the list that already has Indirect if the crew spends a Full Action. For example, this can be performed for the Earthshaker Cannon or Medusa Cannon, but not the Dual Melta Cannon.

Special Rules

Searchlight
Smoke Launcher

SKORPIUS DUNERIDER

A lesser-armored transport that prioritizes speed over armaments, the Skorpius Dunerider is nonetheless effective as an infantry carrier. Its stubbers are able to clear an area of enemy infantry, allowing the Skitarii within to add their own firepower to the mix. Its hover-technology allows this futuristic Higgins boat to maintain firepower even at full speed and through the roughest terrain.

Type: Skimmer
Tactical Speed: 18m
Cruising Speed: 60 kph
Maneuverability: +10
Structural Integrity: 30
Size: Enormous/7
Armour: Front 30, Side 25, Rear 20
Crew: Driver, two Gunners
Carrying Capacity: 10 Infantry and supporting gear. Also includes charging ports for las weaponry, servitors, and potentia coils.

Weapons

Two Sponson-Mounted Gunner-Operated Cognis Heavy Stubbers (120m, -/-/10, 1d10+5I, Pen 3, Mag 200, 2 Full, Cognis)

One Turret-Mounted Driver-Operated Twin-Linked Cognis Heavy Stubber (120m, -/-/10, 1d10+5I, Pen 3, Mag 200, 2 Full, Cognis, Twin-Linked)

Special Rules

Open-Topped
Broad-Spectrum Data Tether

Hover Platform: The vehicle does not suffer penalties to Weapon Skill or Ballistic Skill due to movement.

SKORPIUS DISINTEGRATOR

A hovering battle tank that supports the flanks of heavier vehicles, the Skorpius Disintegrator floats into position, ready to release fusillades of ferrumite into enemy vehicles. The Skorpius can also be

equipped with belleros energy cannons, turning it into an impromptu mortar. The Skorpius Disintegrator, while not as durable as the self-propelled guns of Taghmata tanks, is nonetheless agile and adaptable for most battlefield conditions.

Type: Skimmer
Tactical Speed: 15m
Cruising Speed: 50 kph
Maneuverability: +5
Structural Integrity: 35
Size: Enormous/7
Armour: Front 35, Side 30, Rear 25
Crew: Driver, Commander, two Gunners
Carrying Capacity: None.

Special Rules

Broad-Spectrum Data Tether
Hover Platform

Weapons

Two Sponson-Mounted Gunner-Operated Cognis Heavy Stubbers (120m, -/-/10, 1d10+5I, Pen 3, Mag 200, 2 Full, Cognis)

One Hull-Mounted Front-Facing Driver-Operated Disruptor Missile Launcher (250m, S/-/-, 3d10+5X, Pen 8, Mag 20, 3 Full, Blast (10))

One Turret-Mounted Commander-Operated Co-Axial Cognis Heavy Stubber (120m, -/-/10, 1d10+5I, Pen 3, Mag 200, 2 Full, Cognis, Co-Axial) and one Turret-Mounted Main Weapon (Selected at Maniple Generation)

Ferrumite Cannon (300m, S/2/3, 3d10+10I, Pen 10, Mag 30, 4 Full, Proven (3))
Belleros Energy Cannon (250m, S/2/3, 2d10+10E, Pen 6, Mag 60, 4 Full, Indirect (2), Blast (3))

Coaxial: The Coaxial Weapon and Turret weapon are fired as part of the same action. If the Coaxial Weapon is fired first, and scores at least one hit, then the Turret-mounted weapon may reroll failed Ballistic Skill tests for that round.

ARCHAEOPTER

A workhorse of toxic skies, the Archaeopter is an agile fixed-wing aircraft piloted by Pteraxii soldiers hardwired into the vehicle by their Scapuli Superior. Using nano carbon-fiber weave, the Archaeopter is capable of morphing its wings based on the situation. The Archaeopter Transvector variant is used for explorator duties, delivering small maniples of soldiers into the heart of battle. The Archaeopter Fusilave variant uses an ordnance selector to drop payloads of tectomagnic bombs, that cause seismic shockwaves against enemies. The Archaeopter Stratoraptor is a dedicated gunship, and mounts heavy phosphor weaponry to burn enemies away.

Type: Flyer
Tactical Speed: 15 AU / 25m
Cruising Speed: 1800 kph
Maneuverability: +25
Structural Integrity: 30
Size: Enormous/7
Armour: Front 25, Side 25, Rear 20
Crew: Pilot, one to three Gunners
Carrying Capacity: None (Stratoraptor, Fusilave), 6 Infantry and supporting gear. Also includes charging ports for las weaponry, servitors, and potentia coils. (Transvector)

Special Rules

Broad-Spectrum Data Tether

Hover Jets: At any time, the Archaeopter may operate as a Skimmer (following all the rules for a Skimmer) rather than as a Flyer.

Electro-filament Countermeasures: The pilot of an Archaeopter may, as a Half Action, make a Challenging (+0) Tech Use test. If this test is successful, then enemies within 15m of the Archaeopter cease to benefit from any positive effects they were under as a result of talents, traits, or skill tests from another character. For example, if an enemy gains a benefit to tests as a result of a Command test from a superior officer, this benefit is lost, or does not take effect.

Weapons (Transvector)

Two Hull-Mounted Front-facing Pilot-Operated Cognis Heavy Stubbers (120m, -/-/10, 1d10+5I, Pen 3, Mag 200, 2 Full, Cognis)

One Turret-Mounted Gunner-Operated Twin-Linked Cognis Heavy Stubber (120m, -/-/10, 1d10+5I, Pen 3, Mag 400, 2 Full, Cognis, Twin-Linked)

Weapons (Fusilave)

Two Hull-Mounted Front-facing Pilot-Operated Cognis Heavy Stubbers (120m, -/-/10, 1d10+5I, Pen 3, Mag 200, 2 Full, Cognis)

Two Sponson-Mounted Gunner-Operated Cognis Heavy Stubber (120m, -/-/10, 1d10+5I, Pen 3, Mag 400, 2 Full, Cognis)

One Gunner-Operated Bomb Rack (200m, S/-/-) with ordnance selector for up to six bombs of the following types.
-Heavy Bomb (3d10+5X, Pen 10, Concussive (3), Blast (10))
-Seismic Bomb (2d10+5X, Pen 4, Blast (10), Tectomagnic)

Tectomagnic: Targets hit by this weapon halve their movement or speed characteristics unless they are a Flyer, Spacecraft, or of Size (Immense) or larger.

Weapons (Stratoraptor)

Two Hull-Mounted Front-facing Pilot-Operated Heavy Phosphor Blasters (250m, S/2/3, 2d10+9E, Pen 8, Mag 32, 3 Full, Luminagen)

Two Sponson-Mounted Gunner-Operated Cognis Heavy Stubber (120m, -/-/10, 1d10+5I, Pen 3, Mag 400, 2 Full, Cognis)

One Turret-Mounted Gunner-Operated Twin-Linked Cognis Lascannon (Heavy, 300m, S/-/-, 5d10+10E, Pen 10, Mag 5, Rld 2 Full, Proven (3), Cognis, Twin-Linked)

VEHICLE UPGRADES OF THE MECHANICUM

Featuring the ability to self-repair, track enemies before they arrive at a charge, and link up as one, the Mechanicum's vehicles can combine to hit well-above their weight. Astra Militarum be so jelly.

Name	Availability
Anbaric Claw	Extremely Rare
Armored Ceramite	Rare
Auxiliary Drive	Rare
Blessed Autosimulacra	Near Unique
Explorator Augury Web	Near Unique
Flare Shield	Near Unique
Ramjet Diffraction Grid	Near Unique
Broad Spectrum Data Tether	Rare
Cognis Manipulator	Unique
Mindscanner Probe	Rare
Siege Plating	Rare

ANBARIC CLAW

Type: Standard
Used For: Any
Install/Repair Difficulty: -20
A defensive system mounted on high priority vehicles, the Anbaric Claw offers an added layer of defense against enemy assaults. As a Reaction, the Driver may trigger the Anbaric Claw when subject to the Charge action or attacked in Melee. The claw discharges a storm of energy, inflicting a single hit on all enemies within 2m, dealing 2d10+3E Pen 6 with the Shocking and Haywire qualities.

ARMORED CERAMITE

Type: Standard
Used For: Any
Install/Repair Difficulty: -10
Additional ceramite plates allow a vehicle to survive blasts of intense heat and radiation. Vehicles with Armored Ceramite ignore the Melta Quality from Melta weapons.

AUXILIARY DRIVE

Type: Standard
Used For: Any
Install/Repair Difficulty: +0
Some vehicles contain extra drive motors in the event of malfunction or difficult terrain. Tech Use tests to repair this vehicle gain a +20 bonus. When attempting to specifically restore a Drive Damaged result, the Tech Use test is considered two steps easier in addition.

BLESSED AUTOSIMULACRA

Type: Standard
Used For: Any
Install/Repair Difficulty: -30
Automated repair systems keep a vehicle functioning, repairing the damage of the battle slowly but surely. At the end of the driver's turn, roll a 1d10. On a 9+, the vehicle recovers a number of lost structural integrity equal to the character's unmodified Intelligence bonus.

EXPLORATOR AUGURY WEB

Type: Standard
Used For: Macrocarid Explorator
Install/Repair Difficulty: -40
A set of augurs built into a number of Mechanicum vehicles, most predate the Imperium itself, which makes their use rare and preservation important. Attendant Techpriests can uses them to scan enemy positions and coordinate allies.

The Explorator Augury Web allows the vehicle to move up to double its Tactical Speed as a free action before initiative is rolled in an encounter. The vehicle moves normally afterwards. It may function in two modes, switched by the driver as a Half Action.

In Relay Mode, any character using this equipment also gains a +20 to Command Skill tests and may reroll any failed Command Skill tests. The character may use his Command skill to affect a number of squads, units, or other teams equal to his Fellowship bonus. This effect combines with Fellowship-based Talents such as Iron Discipline, Master Orator, and the like.

In Disruption mode, any enemy within 5km suffers a -20 to Command tests, and must reroll successful Command tests.

This upgrade may only be mounted on the Macrocarid Explorator, and reduces its transport capacity to 8 Armsmen and supporting gear.

FLARE SHIELD

Type: Standard
Used For: Any Ground except the Ordinatus Minoris
Install/Repair Difficulty: -40
The Flare Shield is a special protective field that, instead of offering a protection rating, weakens enemy attacks before they reach the vehicle's armor. Enemy ranged attacks against the vehicle's Front facing roll one less damage die for damage. Enemy

ranged attacks with the Blast or Spray rule are reduced by a further damage die. For example, a Lascannon shot against a Flare Shield would be reduced from 5d10+10 Pen 10 to 4d10+10 Pen 10. This has no effect on attacks made in melee, point blank explosives such as melta bombs, Haywire attacks, or extremely powerful destroyer weapons such as the Volcano Cannon.

Ramjet Diffraction Grid

Type: Standard
Used For: Flyers only
Install/Repair Difficulty: -40
The Ramjet Diffraction Grid uses the same principles of a Flare Shield to weaken enemy attacks before they reach the vehicle's armor. Enemy ranged attacks against the vehicle's Side and Rear facings roll one less damage die for damage. Enemy ranged attacks with the Blast or Spray rule are reduced by a further damage die. For example, a Lascannon shot against a Flare Shield would be reduced from 5d10+10 Pen 10 to 4d10+10 Pen 10. This has no effect on attacks made in melee, point blank explosives such as melta bombs, Haywire attacks, or extremely powerful destroyer weapons such as the Volcano Cannon. This may only be applied to Flyers and Spacecraft.

Broad Spectrum Data Tether

Type: Standard
Used For: Any
Install/Repair Difficulty: -10
Additional cords link the Skitarii to their Magi leaders. The Broad Spectrum Data Tether is capable of performing all the actions of a normal Vox-Caster, with orbital range, and a direct connection to the Magi in orbiting vessels. When a character within 15m of a vehicle with this upgrade spends a Fate Point to use a Doctrina Imperative of any type, they gain a +10 bonus to Willpower until the start of their next turn as the Magi in orbit serenade them with beautiful binharic poetry. This bonus does NOT stack with the bonus granted from the Enhanced Data Tether available to infantry.

Cognis Manipulator

Type: Standard
Used For: Any Ground
Install/Repair Difficulty: -30
A servoclaw that can enact repairs on the battlefield. At the end of the driver's turn, roll a 1d10. On a 7+, the vehicle recovers a number of lost structural integrity equal to the character's unmodified Intelligence bonus. The Cognis Manipulator can also double as a melee weapon with the following profile:

Melee, 2d10+10E, Pen 15, Power Field, Unwieldy

Mindscanner Probe

Type: Standard
Used For: Any
Install/Repair Difficulty: -20
Goliath-grade circuitry can detect cerebral activity from nearby enemies, granting nearby allies a split second to react – all they need. When a character within 15m of a vehicle with this upgrade is the subject of a Charge Action, the charging enemy does not get the normal bonus to Weapon Skill that the Charge Action grants. If the character is already in melee combat, however, there is no effect – the character is already too preoccupied!

Siege Plating

Type: Integral
Used For: Ordo Reductor Artillery Tank
Install/Repair Difficulty: -20
Siege Plating is used by the Ordo Reductor to improve Artillery Tanks designated as front-line Siege Tanks. Extra layers of adamantium will, in theory, allow the tank to survive greater frontline damage. The Artillery Tank gains +4 Armor to its Front facing, and applies the Reinforced Armor trait to all hits against the Front Arc only.

Acknowledgements

"I have awoken to an Imperium failed. The Great Crusade has faltered. Its soldiers are wasted. This is not acceptable. I am the last one who remembers.

...Only I can restore the Imperial Truth now."

- Lambda-Centum-Alpha, Cognomen Acuitor Lessia, Arlatax Paragon of Metal, awakens.

Here it is. The end of the book. I finished this one in a week. I don't know how – maybe I was filled with the divine Motive Force or something. Eleven specialties, numerous new vehicles, advanced stuff, two codexes' worth of weapons, Battle Automata and Robots, all sorts of stuff. Once again, I reiterate – some of this was not created by me, merely given availabilities or adjusted for player use. Do not give credit where none is due. In addition, there are things scattered amongst the books that you can use in conjunction with this one. Only you and your GM are the limit.

Unlike my previous books, since this one was sharted out on a whim, it's gonna need some work. I hope everyone enjoys using the book to tell the stories of their own Taghmatas and Maniples. If you guys are using it, and you see something off, be sure to let me know. I know I'll be adding to it over time as more books come out, so there's bound to be some fuckups over time. If we work together, this book can be as much you all as it was me.

Have fun,

Skullkrusher / The Shas'o / That Asshole / Like fuck am I putting my real name down